



PO Box 841970 • Houston • Texas • 77284 • www.bearcreekll.com • League Number 343-1601

Bear Creek Little League General Rules and Conditions

Pursuant to the authority of Rule 3.13 of Official regulations and playing rules ("L.L. Rules) promulgated by Little League Baseball, the Bear Creek Little League Board of Directors (hereafter referred to as the "Board") has adopted these ground rules, which are applicable in addition to the L.L. Rules. The ground rules are applicable to all divisions of Bear Creek Little League (hereafter referred to as "BCLL."), unless otherwise specified. **Familiarity with the ground rules and appropriate L.L. Rules will eliminate most problems.** These ground rules replace all previous ground rules adopted by BCLL and are effective beginning March 1, 2019 and shall remain in effect until changed in writing by the Board.

Section I – Standards of Conduct

- A. No food or beverages are allowed inside the enclosed playing field. Water or Gatorade-type beverages may be consumed within the dugout. Paper or plastic cups only. Plastic bottles or containers are acceptable.
- B. Use of tobacco in any form by managers, coaches, umpires or players is not allowed, on or off the playing field, during games. Alcoholic beverages are strictly prohibited and shall not be consumed or possessed in any form by any person, including spectators, while they are within the Bear Creek Little League Complex. No player, manager, coach, umpire or any other person associated with BCLL event including team games and practices while under the influence of alcohol or illegal drugs.
- C. Ejection or suspension from a game may result in all-star or post-season ineligibility. The board must approve this ineligibility.
- D. No player in any manner shall warm-up, pitch, throw or bat balls for any reason, outside the playing field except in designated areas. Violation of this rule may result in ejection from the ballpark, and suspension from further participation in activities at the ballpark, or from further participation in any team actives, pending a hearing conducted by the Board.
- E. No "pepper" inside the playing area (Dugout Gate to Dugout Gate). Only a whiffle ball or the equivalent may be intentionally hit into the fences.
- F. Teams cannot conduct practice or warm-ups on game days earlier than one (1) hour prior to game time, (except for the Jr/Sr. division). The penalty will be a one (1) game suspension of the manager. A congregation of three (3) or more players in the company of a Manager or Coach shall constitute an official practice.



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Section II – Bear Creek Field Complex

- A. Use of BCLL Complex
1. The BCLL Complex is leased from Harris County for exclusive BCLL use.
 2. Other persons, teams, or organization without prior approval from the Board of Directors or the Executive Board of BCLL may not use the BCLL Complex.
- B. Game Day:
1. Pre-game: The home team will have the field ready for play no later than twenty (20) minutes prior to game time if not already completed by the grounds crew. Each team shall be allowed up to ten (10) minutes on the League field.
 2. Post-game: No new inning may start after 9:10 PM, with the exception of the Intermediate and JR/SR divisions. The inning in progress at the end of the time limit shall be played to completion. Both Teams, for the last game, shall pick up the field area and remove all equipment, and the visiting team shall drag the infield if not done by the ground crew.
 3. Complex Maintenance: Each Team shall be responsible for picking up trash in its own dugout and around the bleachers after each game. Managers, for the last game, shall assist the Board Member on duty with closing.
- C. Batting Cages:
1. All Batting cages are reserved one (1) hour prior to game time for the use of the teams with a regularly schedule game.
- D. Score Box:
1. For safety reasons and to minimize player disturbance, no more than three (3) persons are permitted in or on the scoring facility at any time. All children must have adult supervision.
 2. Sitting on the rails of the scoring box is not permitted at any time.

Section III – Manager Selection and Responsibilities

- A. Managers' Responsibilities
1. All Managers will submit their Coaching list to the Division Director for President and board approval.
 2. All Managers are required to have read and familiarized themselves with the applicable rules for their respective divisions.
 3. All Managers will be expected to conduct an adequate number of practices to maximize the team's potential for competitiveness. Under normal circumstances, one practice per week is considered minimum.
 4. League equipment is the responsibility of the team Manager and Coach.
 5. All Managers, or their designated representatives, are required to:
 - a) Attend a League sponsored orientation course
 - b) Attend League sponsored clinics, such as ground rule clinics, umpire clinics, etc.
 - c) Obtain a Team Sponsor
 - d) Appoint a Team Representative (Mom or Dad)
 - e) Appoint a Team Scorekeeper
 - f) Appoint a pitch counter for Little League 9 and up
 - g) Provide field maintenance workers upon request (See Field Maintenance).
 - h) Perform field clean up and maintenance at the end of each game



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6. Provide a list of all appointed team person to the Division Director prior to opening day of the season.

Section IV – Playing Rules

- A. The Manager of a team has the right to not play a child in any given game due to illness or injury. If for any other reason a Manager decides not to play a child, he must notify the Player Agent or the League Director prior to the game, and be prepared to fully explain the reasons for their decision. It shall be the Manager's responsibility to advise the opposing Manager and the Scorekeeper that a Player is not participating in the game prior to the start of the game. (LL Rule 4.01 Note)
- B. Dugout:
 1. The home team shall occupy the third (3rd) base dugout.
 2. No player shall be allowed to swing a bat within the batter's cage. All bats not in use on the playing field must remain in the batter's cage. No bats are allowed in the dugouts. There are no exceptions to this rule.
- C. Scorekeeper:
 1. It shall be the responsibility of the Manager to furnish a competent Scorekeeper for all their respective team's games, and said Scorekeeper must occupy the scoring booth or neutral area if no scoring booth is available. The Home Team Scorekeeper is the League Official.
 2. **Scorekeeper is to remain neutral and work with Umpire by keeping an accurate record of the game and aiding in resolving any disputes**
- D. Sunday is the 1st day of the Little League calendar week.
- E. Sunday practices are discouraged. If one is held, it can only be held after 1:00 p.m. and attendance is not mandatory.
- F. The home plate umpire maintains the official time during all games. Managers are encouraged to synchronize their timepieces with the home plate umpire at the beginning of the game for reference purposes. Home plate umpire has sole authority on time. Innings start after the third out is made.
- H. Standings:
 1. Conference or league standings shall be based on winning percentage. Ties will count as 1 half (1/2) of a win.
 2. If a tie results in the conference or league standings which affects a team's position in the league's playoffs, the tie will be decided by the result of head-to-head regular season completion or if necessary conference record or a single play-off game.
- I. Protests: Little League rules govern all protests.



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Section V – All-Star Selection (Tournament Team)

- A. The selection process of the tournament team players must occur in the order listed by the League President.

- B. All-Star Managers
 - 1. Managers will be selected by the division director and/or a selection committee and approved by the BCLL president. All-star manager selection process includes but is not limited to conduct on and off the field, service to BCLL, and knowledge and experience.
 - 2. All-Star Team managers shall select their own coaches subject to approval by the Division Director and the President.

- C. All-Star Players
 - 1. **ONLY** players from their respective divisions will make up the All-Star teams.

 - 2. All eligible players wanting to participate in the All-Stars are invited to tryout. The All-Star committee which consists of the division director, Manager of the respective age group, and select board members will determine and approve all Rosters.



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Junior / Senior and Intermediate Division (Baseball)

These ground rules are applicable to the Junior/Senior and Intermediate Division of BCLL unless otherwise specified. Official regulations and playing rules not specifically covered in the ground rules shall be found in the current year Junior/Senior League Official regulations and playing rules. These ground rules are applicable to Junior/Senior Division games played at Bear Creek Park. Inner league games played by Bear Creek teams, at other parks will be governed by the ground rules of the hosting league. Junior/Senior League Official regulations and playing rules supersede all ground rules.

Section I – Schedules

- A. All playing schedules for regular and post-season games (not including Tournament play) will be determined by the Division Director, subject to Presidents approval.
- B. Practices
 - 1. Practices shall be limited to three (3) hours in duration
- C. Regular Season Game Times (Senior / Junior Intermediate)
 - 1. Games (both weekdays and weekends), no new inning shall start after 1 hour and 50 min (1 hour and 40 min for intermediate) from the scheduled start time established by the season schedule.
 - 2. Games must be played out until there is a winner, NO TIES. There is a drop dead time of 9:20 pm if a regulation game has been completed and any incomplete inning will revert back to the previous inning.

Section II- Playing Rules

- A. Each team must be able to field nine (9) players no later than ten (10) minutes after the scheduled game time. If a team fails to field 9 players in the allotted time, there is no automatic forfeiture but will be turned over to the league board for direction. The game shall be played with the available players and/or pool players if available.
- B. Only uniformed players, the manager and two (2) coaches are permitted in the dugout during the game.
- C. Coaches should remain in the dugout while their team is in the field defensively.
- D. No coaches are permitted to warm up pitchers. **NO EXCEPTIONS.** A player with a catcher's mask may be utilized to warm up a pitcher between innings.
- E. Teams playing within Bear Creek Little League will bat a continuous roster.

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Fall League

- Games will have a five run per inning limit
- Pitchers can pitch six consecutive outs. After completing six outs, a pitcher may not be eligible to return to pitch in that game. Minimum rest requirements are required per Little League pitching regulations. Therefore, pitch count must be kept during the game.



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Minors

These ground rules are applicable the Little Minor Division of BCLL unless otherwise specified. Official regulations and playing rules not specifically covered in the ground rules shall be found in the current year Little League Official regulations and playing rules.

Section I – Schedules

- A. All playing schedules for regular and post-season games (not including Tournament play) will be determined by the Division Director, subject to Presidents approval
- B. Practices
 - 1. Teams may meet no more than three (3) times per week, including games.
 - 2. Practices shall be limited to two (2) hours in duration.
- C. Regular Season Game Times
 - 1. Minors Division games, (both weekdays or weekends), no new inning shall start after one (1) hour and thirty (30) from the scheduled start time established by the season schedule.
 - 2. The inning in progress at the end of the time limit shall be played to completion. No play shall continue past 9:20 PM. At 9:20 PM the game shall be concluded.

Section II- Playing Rules

- A. Each team must be able to field nine (9) players no later than ten (10) minutes after the scheduled game time. If a team fails to field 9 players in the allotted time there is no automatic forfeiture but will be turned over to the league board for direction. The game shall be played with the available players and/or pool players if available.
- B. Only uniformed players, the manager and two (2) coaches are permitted in the dugout during the game unless approved by the division director and current BCLL UIC.
- C. A “continuous batting” order is in-place in the Little League Division.
- D. Run Limit: There will be a five (5) run limit in innings one (1) through four (4). Unlimited runs in the fifth (5) and sixth (6) innings.
- E. Dropped third Strike rule is not in effect

Fall League

- Games will have a five run per inning limit
- Pitchers can pitch six consecutive outs. After completing six outs, a pitcher may not be eligible to return to pitch in that game. Minimum rest requirements are required per Little League



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pitching regulations. Therefore, pitch count must be kept during the game.

Rookie Division Ground Rules (Tee Ball & 7U/8U Machine Pitch)

All competition is to be conducted under official Little League rules. These ground rules are applicable to the Rookie Division of BCLL unless otherwise specified. Official regulations and playing rules not specifically covered in the ground rules shall be found in the current year official regulations and playing rules.

Section I – Schedules

- A. The Division Director and League Scheduler, subject to the President’s approval will determine all practice and playing schedules for regular and post-season games (not including Tournament play).
- B. **Practices (Tee Ball & Machine Pitch)**
 - a. Teams may meet no more than three **(3)** times per week, including games.
 - b. Practices shall be limited to:
 - i. **Tee Ball: (1) hour and (15) minutes**
 - ii. **Machine Pitch: (1) hour and (30) minutes**
- C. **Regular Season Games**
 - 1. Official game time:
 - a. **Tee Ball:** No new inning shall start after one **(1) hour and (15) minutes**
 - b. **7U/8U Machine Pitch:** No new inning shall start after one **(1) hour and thirty (30) minutes**
 - 2. Regular season games may end in a tie **(Extra innings only in playoffs)**

Section II- Playing Rules

- A. Each team must be able to field nine (9) players no later than ten (10) minutes after the scheduled game time. If a team fails to field 9 players in the allotted time, there is no automatic forfeiture but will be turned over to the league board for direction. The game shall be played with the available players and/or pool players if available.
- B. Only uniformed players, the Manager and three (3) coaches are permitted in the dugout during the game, except with approval from the division director and BCLL UIC.
- C. In addition to the Manger and (3) coaches, each team is allowed to provide a dugout parent. This dugout parent will remain inside the dugout and has no role in the operations of the game itself. They are there to aid the players in the dugout only.
- D. All other parents and siblings must stay outside fence at all times during regulated games

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- E. A "continuous batting" order is in-place.
- F. Run Limit: There will be a five (5) run limit in all innings
- G. Machine Pitch only: A base runner cannot lead off a base. A base runner may not leave the base early. Please note Rule 7.13 regarding runners who leave the base early. Stealing is permitted but the runner may not advance an extra base on an over throw or under throw. Stealing of home is never allowed. Runners on 3rd base must be forced home with a hit. A runner cannot steal on the throwback to the pitcher

Tee Ball

A. Batting

1. League provided Tee Balls will be used.
2. Only Little League approved bats may be used.
3. Teams will provide their own adult pitcher to pitch (2) pitches to the batter. After (2) two pitches, the batter will use the tee. If on the second pitch the batter fouls the ball, the batter should be granted (1) one additional pitch.
 - a. Pitches are to be thrown **overhand** (no underhand toss)
 - b. No balls will be called.
 - c. Adult pitcher must be inside the pitcher's circle while delivering pitched ball and must exit the field promptly if batted into play.
 - d. Any batted ball that hits the coach pitching will result in a dead ball and the hitter will be awarded first base and each base runner may advance one base.
 - e. Coach pitching shall make reasonable effort to avoid contact with the batted ball.
 - f. Bunting or fake bunting is not permitted.
4. If the player has not hit the ball, a tee will be used for the player to put the ball into play.
 - a. The coach or manager can position the tee and batter as long as the tee remains in contact with home plate. If a batter requires assistance to put the ball in play, the coach or manager may assist the batter after the batter has attempted several swings.
 - b. There will be no strike outs in T-Ball.
 - c. Batted ball must cross semi-circle in front of plate. A ball that does not cross the semi-circle will be declared a foul ball.
5. Offensive coaches must stay off the field of play until the ball is dead and time out is granted to him by the umpire. Failure to stay off the field of play during a live ball may result in a dead ball and the runner being called out.
 - a. Time outs may be requested only after the play has stopped. Do not approach the field of play until time out has been granted by the umpire.
6. Base runner(s) may only advance one (1) base on an overthrow at their own risk. Time should be called as soon as the runner advances to the next base.
7. If a batted ball reaches the outfield (line will be marked on field), batter/runner(s) may only advance two (**2**) bases.
8. If a batted ball does not reach the outfield, the batter/runner(s) may only advance (**1**) base
9. Base coaches are **NOT** permitted to grab/push base runners to stop or advance them.
 - a. Runner will be called out.



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B. Defense

1. All players on a roster are played in the field defensively. The infield consists of a pitcher, first baseman, second baseman, third baseman and shortstop (catcher optional). The remaining players are positioned in the outfield.
 - a. Pitcher must stay in circle until the ball is put into play.
 - b. Player Pitcher must wear an approved protective helmet.
 - c. Defensively, the pitcher cannot make an unassisted put-out at first base but must throw the ball to the first baseman. If the pitcher is in a position to tag the batter runner attempting to advance to first base, the pitcher is allowed to make an unassisted tag. Enforcement of this rule will be the sole judgement of the umpire. The pitcher can, however, make plays unassisted at any other base including home.
 - d. Infielders may not play in front of line extending from first base to third base until the ball has been put into play.
 - e. Outfielders must play behind the outfield line at all times unless assisting on a play.
2. Defensively, each team is allowed to have two coaches on the field but they should remain in the outfield while the ball is in play.
3. The play is considered dead when;
 - a. A ball hit into the outfield is returned to the infield and in control of an infielder. The umpire will call time and place the runners.
 - b. All runners that reached a halfway mark will be allowed to obtain the next base if that base is empty. The half way mark is a judgement call by the umpire.

Machine Pitch (8U and 7U)

A. Batting

1. Only Little League approved bats may be used.
2. Teams will provide their own adult pitcher to pitch to the batter.
 - a. The speed of the pitching machine shall be set at **(40)** mph with the back leg set up against the front of the pitching rubber. (Use the JUGS MVP machine -- it indicates mph.)
 - b. A coach or manager will feed the machine and **CANNOT** instruct the batter verbally or with gestures, should not approach the batter and must exit the field promptly if batted into play.
 - c. If a child is at risk of being hit by the pitch, the machine operator can instruct the base coach to avoid injury.
 - d. If a batted ball strikes the machine/coach, the ball is dead, and the batter and all runners automatically advance one base. (The cord of the machine is considered part of the machine.)
 - e. Coach pitching shall make reasonable effort to avoid contact with the batted ball.

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3. The pitching machine shall be set and agreed upon by each manager prior to the start of the game. The pitching machine shall only be adjusted after each team has had an equal amount of at bats or when deemed unhittable by umpire.
 - a. Exceptions: If the machine is jolted during play by any means the pitching coach may request to adjust the machine with the umpire's permission. If the machine is adjusted at any time play will not resume until each manager agrees upon the setting.
4. The batter will be given (5) five pitches.
 - a. Strikes are considered:
 1. Swing and miss
 2. Fouled off on strikes 1 and 2
 - b. The batter cannot end his at bat on a foul unless caught.
 1. If batter fouls the fifth pitch, they continue until either ball put into play or called strike swinging.
 - c. **ONLY** if the fifth pitch is not considered unhittable by the umpire, an additional pitch will be made even if the batter swung at the pitch.
 - d. Balls will not be called in this league.
5. Bunting or fake bunting will **NOT** be allowed. The batter must attempt to make a full swing.
6. A base runner cannot lead off a base. A base runner may not leave the base until the ball is hit. Please note Rule 7.13 regarding runners who leave the base early.
7. Base runner(s) may only advance one (1) base on an overthrow at their own risk of being out. Time should be called as soon as the runner advances to the next base.

B. Defense

1. (10) Players are played in the field defensively. The infield consists of a pitcher, first baseman, second baseman, third baseman, shortstop and catcher. The remaining players are positioned in the outfield.
 - a. All defensive players should be in their positions when the pitch is delivered.
 - b. The pitching position should be played left or right of the machine even with the pitching wheel but not in front, with one foot in the dirt and one in the grass.
 - c. Infielders may not play in front of dirt area of infield until play is made on ball.
 - d. Outfielders must play behind the outfield line at all times unless assisting on a play. They cannot interfere with the base runners and must throw the ball into infield.
2. Defensive coaches are not allowed on the field unless time is granted by the umpire.
3. The play is considered dead when;
 - a. A ball hit into the outfield is returned to the infield and controlled by the pitcher 8U
 - b. Base runners may advance until a play is made at any base without an overthrow, or the lead runner is stopped. In the case of an overthrow, all runners may advance (1) base.
 - c. All runners that reached a halfway mark will be allowed to obtain the next base if that base is empty. Any runner that has not reached the half way mark will be sent back to the last base legally acquired.
 - d. Time will be called by the umpire.



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Pool Players

Little League Regulation V(c) allows leagues to create a pool of players from existing regular season teams. This pool is comprised of players willing to participate in extra games during the regular season when teams within their respective division face a shortage of rostered players for an upcoming game.

The following steps and rules are a combination of rules required by Little League and local rules adopted by Bear Creek Little League.

Steps to Create the Pool:

1. The Player Agent/division director for each division using pool players creates the pool.
2. The Player Agent/division director will notify each player within the division of the opportunity to participate in the pool. The notification will include a description of the pool and its purposes and will request volunteers to be placed into the pool.
3. The Player Agent/division director uses the pool to assign players within their respective division to teams that are short of players. This assignment is done on a rotating basis.

Steps to Obtain a Pool Player:

1. Determine if you are in need of a player in order to abide by Rule 4.17, which states that a game cannot be played or continued with less than nine rostered players.
 - a. If a team expects to have ten or more rostered players present for the game, that manager cannot request a pool player.
 - b. If a team expects to have nine rostered players present for the game, that manager has the option to request a maximum of one pool player.
 - c. If a team expects to have fewer than nine rostered players present for the game, that manager can request a number of pool players to bring his total of rostered players to either nine or ten players.
2. Contact the Player Agent/division director and ask for a pool player. ONLY the Player Agent/division director can assign a pool player to a team. Give as much notice as possible for the Player Agent/division director to obtain a pool player for assignment.
 - a. The Player Agent/division director will contact the players within the pool on a rotating basis to determine if they are available and willing to play until the required number of players have been located.

NOTE: Managers and/or coaches do not have the right to select or randomly choose players from the pool. Managers and/or coaches do not have the right to select specific positions for the pool player.



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Little League Rules for Pool Players

1. The pool player cannot play the position of pitcher.
2. The pool player must play the entire game, unless injured.
3. The pool player will wear their own uniform.
4. The manager will inform the opposing manager and umpire(s) prior to the start of the game that a pool player is being used.
5. Pool players may only be used during the regular season and are not allowed in the end of season tournament.

Pool Players Obtained Improperly

1. If a manager obtains a pool player improperly, that manager will be suspended from his/her next regularly scheduled game.
2. Any pool player obtained improperly is considered an ineligible player. Use of an ineligible player is cause for protesting a game in divisions where protests are allowed. (See Rule 4.19)