

BFLL Local Rules 2023

The 2023 Official Regulations and Playing Rules (ORPR) published by Little League Baseball is the official rulebook for Bonsall Fallbrook Little League (BFLL). The following rules and the attached code of conduct supplement the ORPR for regular season play (collectively known as the rules).

For each division of play that may involve interleague play, the games in that division are subject to the agreed upon interleague rules approved by District 70 UIC.

If a manager or coach violates any of the Rules or exhibits inappropriate behavior, the board member on duty may suspend that manager or coach effective immediately for the remainder of the game during which the infraction occurs. An incident report must be filled out within forty-eight (48) hours and the Board of Directors will meet to consider what, if any, additional disciplinary action needs to be taken in accordance with the Volunteer Code of Conduct and will send, via electronic mail, a Notice of Conduct Infraction to the offending party with a description of the resulting penalty.

The following personnel are required to submit a completed "Little League Official Volunteer Application" (or complete an electronic background check request) to the local league president or delegated board member prior to the applicant assuming their duties for the current season: Managers, Coaches, Board Members, Team Moms, Umpires, and any other personnel, volunteers, or hired workers who provide regular service to the league and/or have repetitive access to, or contact with, the player or the teams. The local league must conduct an annual background check on all personnel who submit a "Little League Official Volunteer Application" or complete an electronic background check request prior to the applicant assuming their responsibilities.

1.0 MANAGERS AND COACHES

- 1.1 Prior to the start of the spring season all Managers are required to attend a Managers' meeting, which will include safety training, rules, policies, and procedures. Assistant coaches are also encouraged to attend.
- 1.2 Managers will coordinate all their team's activities and are responsible for all their team's volunteers.
- 1.3 The field may be accessed only for regular team activities under the supervision of the manager or the coach.
- 1.4 Managers are responsible for the care of all the equipment and uniforms issued to them and must return them to BFLL at the designated times.
- 1.5 Managers and their assistants are responsible to know all the rules that govern their division of play.
- 1.6 Managers wishing to discuss a rules interpretation related to any call made by an umpire must do so in a way that is respectful of the Umpire's position of authority. Intimidation of a Junior Umpire will not be tolerated and is grounds for immediate dismissal from a game.
- 1.7 If a player is absent from two consecutive team activities the manager of the team must attempt to determine the reason for such absences and notify

the Player Agent, at which time it can be determined if a replacement player is needed.

replacement player is needed.

1.8 If it is determined that a replacement player is needed, the Player Agent will present the manager with a list of eligible players and they have seven (7) days to choose a replacement. The manager may waive this choice and let

2.0 FIELD RULES

- 2.1 Only water and sports drinks are allowed in the dugouts. No food, gum, seeds, or soda is allowed.
- 2.2 No standing on the dugout benches.

the Player Agent assign a player.

- 2.3 The Home team shall prepare the field prior to each game and provide an official scorekeeper for each game if the score is kept.
- 2.4 The Visiting team shall provide an official pitch counter for each game and be responsible for making sure that after the last game of the day all the field equipment is secure.
- 2.5 Both teams are responsible for ensuring that all trash and debris are removed from their respective dugouts after each game.
- 2.6 If time permits, the Umpire shall allow the visiting team to have the first ten minutes for infield practice, the home shall have the next ten minutes, and the last ten minutes are reserved for the pledge and umpire briefing. The umpire shall determine if time is sufficient and shall modify the schedule accordingly to ensure that all games start on time.
- 2.7 No one except eligible players, a manager, and not more than two (2) coaches shall occupy the bench or dugout for AAA and above level games (3.17 ORPR)
- 2.8 One (1) Little League approved adult volunteer MUST be in the dugout to supervise players at all times.
- 2.9 The managers or coaches shall inform the umpire of the game if they or a player must leave the field of play during a game.
- 2.10 Any person assisting a batter with the tee or otherwise must stand behind the backstop or return to the coach's box on the sidelines while the ball is batted.
- 2.11 The possession and/or use of firearms, tobacco products, cigarettes (including e-cigarettes and vapes), controlled substances, and alcoholic beverages in any form is prohibited on the playing field, benches, and dugouts at all times. Alcohol and smoking are prohibited at the game site and in the parking lots adjacent to the BFLL fields and the Boys & Girls club.
- 2.12 Pets are not allowed at the facilities.
- 2.13 Any parties, either players or managers, caught stealing and relaying pitch selection will be ejected from the game. This is at the discretion of the umpire alone.
- 2.14 Every effort will be made to provide an umpire for all AAA and above games, but in the event that one is not available the game shall be played using an adult volunteer from either coaching staff or the stands on which both sides agree. Umpires choosing to position themselves behind the

BFLL

catcher must be in full protective gear. An umpire not in protective gear must stand behind the pitcher to call the game.

3.0 PLAYERS AND STANDINGS

3.1 Possible Divisions:

Juniors – League Age 12-14 Intermediate – League Age 11-13 Majors – League Age 9-12 AAA – League Age 7-11 AA – League Age 6-8

A – League Age 5-8

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Teeball - League Age 4-7

Note: An 11 or 12-Year-Old player may choose to play on both an Intermediate and Majors team during the regular season (Dual Roster), but may play on only one (1) all-star tournament team.

BFLL must follow all Little League age restrictions but is allowed some latitude in placing players depending on skill, experience, and maturity. Each year BFLL will evaluate skills and ages of the registered players and may or may not field teams in every division.

3.2 Scores and Standings:

Juniors - Scores and Standing will be kept Intermediate - Scores and Standing will be kept

Majors – Scores and standing will be kept. Placement in the district TOC tournament TBD once the league establishes how many teams will be competing within this division.

AAA – Scores will be kept, no season standing will be kept. Placement in the district TOC Tournament will be determined through a round-robin tournament at the end of the season.

AA – Scores can be kept. No Standings will be kept.

A and Teeball - No scores or standing will be kept.

- 3.3 The Player Agent must approve all transactions involving a player.
- 3.4 Pool play is permitted for AA and above levels and must be managed by the Player Agent. Players are eligible for pool play only within their respective division.
- 3.5 Major Tryouts
 - 3.5.1 All Players between the league ages of 9 and 12 are deemed eligible to be drafted to the Major division and must attend at least 50% of the tryouts.
 - 3.5.2 Prior to tryouts any eligible player who does not wish to be considered for draft to the Major division must notify the player agent prior to their tryout. If that player's request is based upon circumstance that the Board approved the player may be granted permission to play in the minors division but may be subject to restrictions. If a 12-year-old player bases their request on circumstances that the Board does NOT approve, then they forfeit eligibility to play the current season.
 - 3.5.3 After tryouts all players that participate in tryouts are eligible to be drafted to a Major division team. If a player is drafted by a Major



division team and refuses to play for that Major division team, then they forfeit eligibility to play in any division for the current season.

- 3.6 The player agent will place any player who does not attend tryouts on a team at their discretion to ensure parity and prevent manipulation of the draft process.
- 3.7 All teams shall wear gray baseball pants.
- 3.8 The wearing of a catcher's helmet with a dangling throat guard is required at all times during games, pitcher warmup, and any form of practice.
- 3.9 The "on deck" position is not allowed in Majors and below.

4.0 JUNIORS

4.1 Teams shall consist of no more than 14 players

5.0 INTERMEDIATE

5.1 Teams shall consist of no more than 14 players

6.0 MAJORS

6.1 Teams shall consist of no more than 14 players

7.0 AAA

- 7.1 No game shall exceed a maximum of 2 hours.
- 7.2 All players present must bat in a continuous batting order (ORPR 4.04)
- 7.3 A player shall not sit a second inning in any game until all the players present have sat at least one inning.
- 7.4 The "five (5) run rule" shall apply for <u>ALL</u> innings of play. The side is retired when 5 runs have been scored, three (3) offensive players have been put out, called out by an umpire, or when all the players on the roster have batted one time in the half-inning. There is no open inning.
- 7.5 Base runners shall not leave their base until the pitched ball has reached the batter (ORPR 7.13)
- 7.6 A pitcher must be replaced if they hit three (3) batters in a game.
- 7.7 All protests must be resolved prior to the next pitch or play.
- 7.8 If after 4 innings of play, or 3-1/2 innings if the home team is ahead, one team has a lead of ten (10) or more runs, the manager of the team with the

least runs shall concede victory to the opponents. If the visiting team has the lead of ten (10) or more runs, the home team must bat in its half inning.

8.0 AA

- 8.1 Each game has a time limit of ninety (90) minutes.
- 8.2 Batting order is continuous.
- 8.3 No player shall sit out two (2) consecutive innings in one game.
- 8.4 All players present at a game will play at least one inning in an infield position. This requirement may be waived for a player if the manager presents a justifiable reason the board and parents accept.
- 8.5 The side is retired when three (3) offensive players are put out, when all the players on the roster have batted on time in the half-inning, or when the offensive team scores five (5) runs.
- 8.6 The teams shall use a pitching machine for the first three (3) innings of each game. The speed shall be set at 38 mph. The pitching machine must be set at 46 feet from home plate. Five (5) pitches will be delivered to a player

or fail to hit a hittable pitch.



- 8.7 Beginning in the fourth (4th) inning, modified player pitch rules apply: No base on balls are allowed. Should a batter receive 4 balls in an at-bat, the offensive manager or coach will throw three (3) overhand pitches from in front of the mound, regardless of strike count against the batter. If the batter fails to put any of the three (3) pitches into play the batter will be considered out. The at-bat cannot end on a foul ball.
- 8.8 A batted ball that hits the pitching machine is "dead", base runner may advance one (1) base and the batter is awarded first base.
- 8.9 Each team shall use a maximum of ten (10) players defensively.
- 8.10 Runners may advance one (1) base on overthrow.
- 8.11 Bunting is allowed off the pitching machine or a pitch thrown by a player. No bunting is allowed during coach pitch.
- 8.12 Runners may not advance on passed balls to the catcher or pitcher that are not caught.
- 8.13 A traditional catcher shall be used. They will receive and return pitched balls. If a team is short players, they will still use a catcher and may borrow players from the opposing team to play outfield. A different player must be borrowed for each inning.
- 8.14 Protests are not allowed.

9.0 A

- 9.1 Each game has a time limit of sixty (60) minutes.
- 9.2 Batting order is continuous.
- 9.3 No player shall sit out two (2) consecutive innings in one game.
- 9.4 All players present at a game will play at least one inning in an infield position. This requirement may be waived for a player if the manager presents a justifiable reason the board and parents accept.
- 9.5 The side is retired when three (3) offensive players are put out, when all the players on the roster have batted on time in the half-inning, or when the offensive team scores five (5) runs.
- 9.6 The teams shall use a pitching machine. The speed shall be set at 34 mph. The pitching machine must be set at 46 feet from home plate. Five (5) pitches will be delivered to a player during their at-bat (if the fifth pitch results in a foul ball, they will receive additional pitches until they swing and miss, put the ball in play, or fail to hit a hittable pitch.
- 9.7 A batted ball that hits the pitching machine is "dead", base runner may advance one (1) base and the batter is awarded first base.
- 9.8 Each team shall use a maximum of ten (10) players defensively.
- 9.9 Runners may advance one (1) base on overthrow.
- 9.10 Bunting is not allowed.
- 9.11 Runners may not advance on passed balls to the catcher or pitcher that are not caught.
- 9.12 Catchers are not required at this level of play.

Bonsall Fallbrook Little League 315 E Ivy St Fallbrook, CA 92028 9.13 Protests are not



allowed.

10.0 TEEBALL

- 10.1 Each game has a time limit of sixty (60) minutes.
- 10.2 Weekday practice is optional at this level.
- 10.3 A safety ball is to be used for all games.
- 10.4 The ball must be batted from the tee. A batted ball that does not travel more than 15 feet in fair territory is foul. The ball is foul if the batter strikes the tee.
- 10.5 The side is retired when three (3) offensive player are put out or when all players on the roster have batted one time in the half inning.
- 10.6 All players present shall bat in a continuous batting order. The offensive team shall announce "last batter" and the inning ends when that batter reaches first base or is put out.
- 10.7 All players present will be used defensively.
- 10.8 Players may not advance on an overthrow.
- 10.9 Bases may be placed from 50 to 60 feet apart.
- 10.10 If both teams agree, coaches may elect to pitch underhand to players in the second half of the season. Each player will be given three pitches and then will hit off the tee. There are no strikeouts.

11.0 ALLSTAR SELECTION

- 11.1 BFLL is eligible, but not required, to enter one team for each tournament division (8-10, 9-11, 10-12, 11-13, and 12-14). The board will evaluate the ability, interest, and skill level of the respective age groups and determine if we are able or if it is in the best interest of the players to field a team in any or all the tournament divisions.
- 11.2 All players within their respective age groups who player in the Juniors, Intermediate, Majors, or Minors divisions are eligible for selection. The

league shall survey all eligible players to determine if they are available. If they are unavailable their names will not appear on the ballot.

- 11.3 The first ten (10) players will be selected using the method recommended by the Little League ORPR:
 - 11.3.1 Each of the following groups shall select its tournament team:
 - 11.3.1.1 **Players**
 - 11.3.1.2 League Officers
 - 11.3.1.3 Team Managers
 - 11.3.1.4 Team Coaches
 - 11.3.1.5 Volunteer Umpires
 - 11.3.2 Every player on the eligible teams is entitled to vote. Each group shall submit its list of players at a meeting of the Board of Directors of the league. The names are to be read aloud and counted for each of the groups, and the players in the order of total votes received will become eligible for the tournament team. Where more than one player has an equal number of votes to qualify for the last position, final selection should be made by majority vote of the Board of Directors at the time of the meeting.



- 11.4 The manager is allowed to select the final two (2) player for a team of twelve (12) or three (3) players for a team of thirteen (13) to the roster.
- 11.5 The manager is nominated by the league president and approved by a vote of the board of directors. All coaches must be approved by a vote of the Board of Directors.
- 11.6 The release of the names of the players selected to the teams shall not be made prior to June 1st.
- 11.7 Allstar uniforms shall not exceed 150% of the cost of regular season uniforms per player. The manager and 2 assistants shall be issued hats to match the team. All teams shall be issued the same uniform type.



BFLL INCIDENT REPORT

Date of Incident:	Time of Inciden	t:			
Visiting Team:	Home Team:	Home Team:			
Home Plate Ump:	Fie l d Ump:	Field Ump: Position:			
Filed By:	Position:				
Individuals Involved:					
Witnesses:					
 Was there any Physical Did this involve a single Was the player embarra Did it involve an umpire Did the incident involve Was the incident Did the incident involve Was there any foul lang Number of players with Did the incident occur of Did the incident cause 	Yes	No No No No No No No			
Please provide a brief outline	of the specifics of this incident (use back if n	ecessary):		
Name: Signed:	D. I.				



PARENT CODE OF CONDUCT

The Bonsall Fallbrook Little League Board of Directors has mandated the following Code of Conduct. All coaches and managers will read this Code of Conduct and sign in the space provided below, acknowledging that they understand and agree to comply with the Code of Conduct.

No Board Member, Manager, Coach, Player, or Spectator shall at any time:

- 1. Lay a hand upon, push, shove, strike, or threaten to strike an official
- 2. Be guilty of heaping personal verbal and physical abuse upon any official for any real or imaginary belief related to a wrong decision or judgement.
- 3. Be guilty of objectionable demonstration of dissent at an official's decision by throwing gloves, helmets, hats, bats, balls, or any other forceful un-sportsman-like conduct.
- 4. Be guilty of using unnecessarily rough tactics in the play of a game against the body of an opposing player.
- 5. Be guilty of a physical attack upon any board member, official, manager, coach, player, or spectator.
- 6. Be guilty of the use of profane, obscene, or vulgar language in any matter at any time.
- 7. Appear on the field of play, in the stands, or anywhere on the BFLL complex while in an intoxicated state at any time. Intoxicated will be defined as an odor or behavior issue.
- 8. Be guilty of gambling upon any play or outcome of any game with anyone at any time.
- 9. Smoke while in the stands, on the playing field, or in the dugout at any time. Smoking will not be permitted.
- 10.Be guilty of discussing publicly with spectators in a derogatory or abusive manner any play, decision, or personal opinion on any players during the game.
- 11. Speak disrespectfully to any manager, coach, official, or representative of the league.
- 12.Be guilty of tampering with or manipulating league rosters, schedules, draft positions, selections, scorebooks, rankings, financial records, or procedures.
- 13. Shall challenge an umpire's authority. The umpires shall have authority and discretion during a game to penalize the offender according to the infraction up to and including removal from the game.
- 14. Coaches are expected to make sure that their parents, as well as themselves, refrain from yelling at or arguing with the umpires.

I have read	l the Bonsall Fallbro	ok Little League	Code of C	Conduct and	promise to	adhere
to its rules	and regulations.					

Print Name:	 Team Name:
Signature:	 Date: