

# Lamar Little League Baseball Rules

*All competition is to be conducted under official Little League rules. Varsity division and under, refer to the Minor League Official Regulations and Playing Rules. The following are Lamar Little League local rules. They are intended only as additions to the official Little League rules.*

***Field 2 AND 4 Turf Rules: Umpires will eject players and coaches for any violation below. Like all other ejections, this includes suspension from the player/coaches next scheduled game as well.***

- 1. No metal spikes. You may wear turf shoes, molded cleats, and tennis shoes.***
- 2. No sunflower seeds or any other shelled nuts anywhere near the field (dugouts included).***
- 3. No chewing gum anywhere near the field (dugouts included).***
- 4. No colored drinks on the turf as they can stain it (gatorade, etc).***
- 5. No chewing tobacco.***

## 1. Game Start Times / Limits:

- All games must start on time. The length of the game is determined from the scheduled starting time. If a prior game concludes one minute before the next scheduled start time, the managers must have their teams take the field immediately and start on time. The instance in which the scheduled start time will be waived is when a prior game encroaches on the scheduled start of a following game. In that case, time limits will begin five minutes from the end of the prior game.
- A game may be forfeited by the umpire-in-chief of the game in progress to the opposing team when a team – employs tactics designed to delay or shorten the game.
- All games will be a maximum of (6) six innings in length. To help speed up play, the umpires, managers, and coaches should allow no more than 60 seconds between innings or sides retired.
- If the game is called (weather, curfew, etc.) before it is “official” (four complete or 3-1/2 innings if the home team is ahead), the game will be stopped and resumed later in its entirety. Any suspended games must be rescheduled with the approval of the Division VP.

**Majors** - No time limit is observed except for double headers due to make-up games. In this case, no inning may start after one hour fifty minutes of play.

**Varsity** - No inning may start after one hour forty-five minutes of play.

**Minors** - No inning may start after one hour thirty-five minutes of play.

**CP AAA** - No inning may start after one hour thirty minutes of play.

**CP AA** - No inning may start after one hour thirty minutes of play.

**CP A** - No inning may start after one hour fifteen minutes of play.

## 2. Run Limit / Mercy Rules:

<p><b>Majors/Varsity</b></p>	<p><b>Run Limit:</b> No run limit per inning.</p> <p><b>Mercy Rule:</b>            15 runs after 3 innings (2 ½ if the home team is ahead).            10 runs after 4 innings (3 ½ if the home team is ahead).            8 runs after 5 innings (4 ½ if the home team is ahead).</p>
<p><b>Minors/ CP AAA/CP AA</b></p>	<p><b>Run Limit:</b> A team may score a maximum of seven (7) runs per inning.</p> <p><b>Mercy Rule:</b>            15 runs after 3 innings (2 ½ if the home team is ahead).            10 runs after 4 innings (3 ½ if the home team is ahead).            8 runs after 5 innings (4 ½ if the home team is ahead).</p>
<p><b>CP A</b></p>	<p><b>Run Limit:</b> A team may score a maximum of five (5) runs per inning.  <b>NO MERCY RULE OBSERVED.</b></p>

## 3. Youth Pitching Rules:

**Daily Limits (by Little League Age)** - Midseason changes will be directed by the division VP.

### **First Half of Season**

- 8-year-olds are Limited to 50 pitches in a single day.
- 9-year-olds are limited to 50 pitches in a single day regardless of division.
- 10-year-olds are limited to 60 pitches in a single day regardless of division.
- 11 and 12-year-olds are limited to 85 pitches in a single day regardless of division.

### **Second Half of Season**

- 8-year-olds are Limited to 50 pitches in a single day.
- 9-year-olds are limited to 65 pitches in a single day regardless of division.
- 10-year-olds are limited to 75 pitches in a single day regardless of division.
- 11 and 12-year-olds are limited to 85 pitches in a single day regardless of division.

### **Days of Rest**

- 1-20 pitches (0 days rest).
- 21-35 pitches (1 day of rest).
- 36-50 pitches (2 days of rest).
- 51-65 pitches (3 days of rest).
- 66-85 pitches (4 days of rest).

*Per the baseball official regulations and playing rules – regulation VI – Pitchers (d) EXCEPTION “If a pitcher reaches a day(s) rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1) That batter reaches base; 2) That batter is retired; 3) The third out is made to complete the half-inning; 4) The pitcher is removed from the mound prior to the batter completing his/her at bat. The pitcher will only be required to observe the calendar day(s)*

*of rest for the threshold he/she reached during that at bat provided the pitcher is removed before delivering a single pitch to another batter.”*

*If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.*

*Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count, only when the ball is live will the pitches count toward innings caught.*

*A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his /her at-bat.*

*A pitcher once removed from the mound cannot return as a pitcher.*

*Under no circumstance shall a player pitch in three (3) consecutive days.*

*A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the limit imposed in Regulation VI(c) has been met.*

***All pitch counts and scores must be reported in SportsEngine on the League's website by 10:00 AM on the day following the game.***

*Coaches are permitted to warm up pitchers during games and between innings.*

#### **4. Game Procedure:**

- All players on the roster will bat in continuous order.
- A player who arrives after the start of the game will be inserted at the bottom of the batting order.
- A courtesy runner for catcher and pitcher (Coach pitch can only run for the catcher) of record may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense and a courtesy runner is used for a player, the player that was run for must assume the catching/pitching position the next inning. This scenario only applies in the first inning for the visiting team.
- Time outs are limited to one offensive and defensive time out per inning with no more per game than specified in the official rules.
- MINIMUM PLAY RULE:
  - **Minors, Varsity, Majors:** All players present must participate in each game a minimum of 6 defensive outs in a full 6 inning game.

- **Coach Pitch A, AA, AAA:** All players must play the infield (P, C, 1B, 2B, 3B, or SS) a minimum of 2 innings if a full 6 inning game played. No maximum limits. Every child must play in the infield (any position: 1B, 2B, SS, 3B, P, C) a minimum of 1 inning per game no later than the 3rd inning, unless there is a specific safety issue pre-approved by the Division VP before the 1st game of the season.
- **EXTRA INNINGS:** In the playoffs, in case of a 6-inning tie, all minimum play rules start over in the 7th inning. NOTE: All player participation rules will be enforced and are the responsibility of the manager. Free substitution of defensive players is allowed.
- Base coaches will consist of two adults or one adult and one player or two players. No defensive coaches will be allowed on the field. They will remain in the dugout. No on-deck batters are allowed per official Little League rules.
  - EXCEPTION: Single A may have **ONE** coach in the outfield, but they **MUST** remain behind the outfielders and not interfere with the play.
- The infield fly rule is in effect for all kid pitch divisions.
- As in all levels of Little League, a base runner cannot lead off a base. A base runner may not leave the base until the ball is hit or it passes over the plate.

#### **Rules for Coach Pitch Divisions Only:**

- No Gentleman's agreements are to be made.
- Bunting is not allowed.
- Stealing is not allowed.
- Infield fly rule is not observed.
- Coach Pitchers must pitch with one foot on the Rubber. Coach Pitch A will pitch from the 35' rubber, Coach Pitch AA and AAA will pitch from the 40' rubber.
- A coach pitcher is prohibited from coaching while in the pitching position either physically or verbally. One warning will be allowed. Two violations will result in immediate removal from the mound (**AA and AAA only**).
- Each batter is allowed six pitches or three strikes. If a batter hits a foul ball on the sixth pitch, he/she can continue batting until they either fail to contact the ball or put the ball in play. (**Coach Pitch A is allowed 6 pitches, no strike limit**)
- A fair batted ball hitting a coach pitcher is declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If, in the umpire's judgment, a coach pitcher intentionally contacts a batted ball, the batter is out, and no runner can advance.
- Pitchers must be positioned behind the coach pitching and no further than 5 feet from the rubber. If a pitcher charges in front of the coach before the ball reaches the plate, it shall be ruled a dead ball.
- A team may utilize 4 outfielders. Outfielders must remain behind the 30ft stripe until the ball is pitched. No unassisted play can be made by an outfielder on a force play, the ball must be thrown to a base.

**Advancing runners:** Umpires call time after every play and declare the ball dead. Time should be called as soon as all three of the following occur: a) The lead runner stops attempting to advance. b) The ball is in the possession of an infield player inside the base paths. c) No defensive play is imminent. Time does not have to be called by the defense for the purpose of this rule. There is not a rule that says once Pitcher has control of the ball that play is stopped.

**Coach Pitch AAA –** No overthrow limit. All three conditions above must be met.

## Coach Pitch AA –

First half of season: Runners will be allowed to advance one base on an overthrow. There are no multiple overthrows per play. A runner cannot advance from 3rd to home on an overthrow, nor can he/she score from 2<sup>nd</sup> on a “clean” throw and catch to any base. A runner on 2<sup>nd</sup> can only score on a ball hit to the outfield.

Second half of season: No overthrow limit. All three conditions above must be met.

## Coach Pitch A –

First half of season: The play is considered dead or over when a ball hit into the outfield is returned to the infield. Once the ball breaks the plane of the base path, it is considered in the infield. **OR** for a ball fielded in the infield, once the pitcher has control of the ball or the lead runner has stopped at a base. All runners that reached a halfway mark will be allowed to obtain the next base if that base is empty. If the ball is live and a play is made on a runner who has reached the halfway mark, runner is at risk of being out. Runners may not advance on an overthrow.

Second half of season: Runners will be allowed to advance one base on an overthrow. There are no multiple overthrows per play. A runner cannot advance from 3rd to home on an overthrow, nor can he/she score from 2<sup>nd</sup> on a “clean” throw and catch to any base. A runner on 2<sup>nd</sup> can only score on a ball hit to the outfield.

## 5. Manager and Fan Conduct:

- Any manager or coach guilty of swearing at a junior umpire (or any umpire) or otherwise using inappropriate language before, during or after a game result in automatic ejection and a suspension from the team’s next game. The second such offense will result in a three-game suspension. If it happens a third time, that manager is indefinitely banned from managing or coaching at Lamar Little League ever again. The umpire is always deserving of respect and his decision is always final.
- Any sort of physical altercation or inappropriate contact between two participants, be they managers, coaches, spectators, players or anyone else, both during and before and after a game, will result in an automatic two game suspension. The penalty for a second such offense is an indefinite ban from participating in future baseball activities at Lamar Little League.
- All participants are always required to immediately follow the instructions of any board member who is present.
- Smoking or tobacco use is not allowed in the park.
- Alcohol is not allowed in the park and will be enforced by the Richmond Police.
- Ejection from a game by an umpire for any reason requires a one game suspension from the team's next game.

## 6. Managers:

- **All Managers, Coaches, Volunteers and/or hired workers, who have repetitive access to or contact with the players must submit to the league a Little League Volunteer Application, complete the USA Baseball Abuse Awareness for Adults Certification Course, and must submit to a background check prior to the applicant assuming his/her duties. In addition to the volunteer application each Manager and Coach MUST**

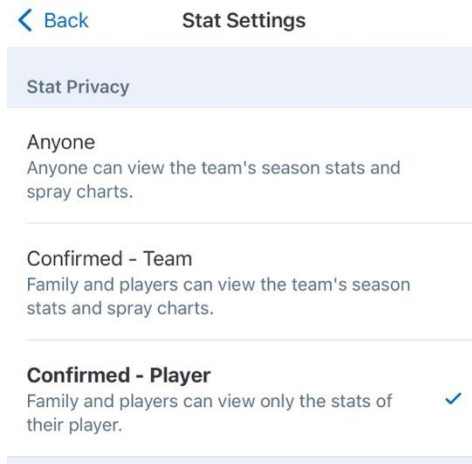
**attend the leagues coach's clinic. The Little League Volunteer Application can be found on the Lamar Little League website.**

- Managers are responsible for:
  - Conduct of the coaches, players, and parents before, during, and after the game.
  - Cleaning the dugouts and grandstand areas around the field after the game.
  - When necessary, raking and preparing the field for play and raking the field and returning equipment to the container at the end of games for the day/night. **RAKE THE DIRT AWAY FROM THE GRASS.** Setting up the field for play (getting bases, chalking the field, etc.) and raking after each game. If you have questions, please call the Division VP.
  - Replacing Turf over home plate and pitching mound after the last game of the day/night.

## 7. Game Scoring and Reporting:

- Lamar Little League has determined that Game Changer will be an acceptable substitute for the paper scorebooks we have used before. If a team chooses not to use Game Changer, a paper scorebook and pitch count book will be available from the concession stand when needed.
- **Home Team** is responsible for the official book (or GameChanger), **Visiting Team** is responsible for the scoreboard.
- Every half inning the managers must go to the official scorekeeper (Home Team) to verify the pitching record for their pitcher. It is recommended, if both teams keep Game Changer, the visiting team check with the home team's scorekeeper at the end of each half inning to ensure accuracy for runs and pitch counts. Any discrepancies should be addressed and corrected prior to resuming play. The home team's Game Changer will be considered **FINAL** and will be used in the event of an appeal.
- After the game, both team managers should review scores and pitch counts for reporting. Both managers must report their pitching results and enter the scores into SportsEngine no later than 10:00AM the following day.
- For GameChanger to be the official book of record, the following must apply for consistency:
  - When creating team, select Richmond, TX as the city and Spring 2024 season.
  - Teams **MUST** follow this naming format, Team Name LLL Division (ex. Royals LLL Majors). This will create consistency across teams/divisions.
  - Teams **MUST** enter players' full names and accurate jersey numbers when building the roster, no nicknames or abbreviations.
- For Lamar Little League purposes, GameChanger is for scoring and pitch count only. Scoring errors will be at the Managers discretion. There is no way to ensure consistency or accuracy when determining errors across all teams, therefore this is not intended to be used and should not be used in player evaluations for post season play.

- It is recommended that teams make their team's stats only visible to the player and their family. These settings can be configured in GameChanger.



## 8. In Case of Rain:

- Rain-out games will be rescheduled by the Division VP. For rain-out information, call 281-915-1102 after 4:30 PM on game day or download the RainoutLine.com app and look for "Lamar Little League".

## 9. End of Season Tie Breakers:

- 1- Head to Head
- 2- Runs Allowed
- 3- Runs Scored
- 4- Coin Flip