

# LAMAR LITTLE LEAGUE JUNIOR DIVISION GROUND RULES FALL 2007

1. All games shall begin at the scheduled time with no innings starting after 1 hr. & 50 min. Any inning in process shall be completed. No new inning may begin after **10:30 PM. Seven (7) innings** constitutes a complete game or when time expires. The game shall be a regulation game as long as five (5) innings have been played or four and one half (4½) innings if the home team is ahead.
2. Teams shall change positions as rapidly as possible at the end of each inning. Play should resume within one (1) minute of the last out. The pitcher may take a maximum of eight (8) warm up pitches in between each inning. **No adults allowed to warm up pitchers. Fifteen year olds can not pitch in the Fall since the Junior and Senior divisions are combined.**
3. Rain-out games will be rescheduled in the order of cancellations by the Division VP, at the earliest opening available. In the event the team cannot field enough players on the make-up date, the game becomes a forfeit. **For rain-out information, call 713-238-5567 after 4:30 PM on game day. Please restrict this number to managers and coaches only.**
4. Ten run rule is in effect. (10 runs after 5 innings or 4½ innings if home team is ahead)
5. No protests will be allowed, except for perceived rules infractions. The manager may, with permission from the Umpire-in-Chief and the rulebook in hand, question a call or ruling. The umpire's decision is final. All disputes must be settled within five (5) minutes by the Umpire-in-Chief. Protests must be made in accordance with Little League official rules and reported to the Division VP within 24 hours.

## **JUDGEMENT CALLS CANNOT BE PROTESTED!**

6. The home team shall be responsible for setting up the field before the game (putting out the bases and prepping and marking the field). After the game, **both teams** are responsible for dragging, watering the field, and putting up the equipment and picking up the trash in and around the dugouts and bleachers. **The equipment containers/batting cage combination is 1101.**
7. The home team shall be responsible for providing an official scorekeeper and pitch counter. Every half inning the managers must go to the official pitch counter to verify the pitching record for their pitcher. After the game, the pitch counter shall have both team managers and Umpire-in-Chief sign the scorebook and pitching report. The visitor team shall be responsible for operating the scoreboard. Both managers must report their pitching results to the league Secretary via email no later than 10:00AM the following day.
8. Managers and coaches are responsible for their actions and their players and parents on the team. Any unacceptable behavior may result in an umpire warning the manager/coach. If the behavior continues, the manager will be removed from the game along with the offender (player or parent). When removed, the offender must leave the field and surrounding area for that game. If the offender refuses to leave the field and surrounding area, the team associated with the offender will forfeit the game.
9. Games tied after seven (7) innings can be played until time expires (1 hr. 50 min.). If time expires, the game shall be called a tie (½ win, ½ loss). If the game is called prior to completion of a game due to weather or curfew, that game will continue at the next available date. A continued game will be considered the same game with all pitching, fielding and batting records counting. The game shall be started as if it had never ended with each team keeping the same lineups and batting orders and pitcher. The only exception would be for an absent player.

10. 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.

**Tie Breakers**

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

