

LAMAR LITTLE LEAGUE

MAJOR DIVISION GROUND RULES

SPRING 2008

1. All games shall be **six (6)** innings. If a game is not completed in 2 hours and 15 minutes the game will stop immediately and be continued at a time to be determined by the Division VP. 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. In the event of a rainout or storm, the game shall be a regulation game as long as four (4) innings have been played or three and one half (3 ½) 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 are allowed to warm up pitchers.**
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 4 innings or 3 ½ 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 scorekeeper to verify the pitching record for their pitcher. After the game, the scorekeeper shall have both team managers and Umpire-in-Chief sign the scorebook and pitching cards. 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. Ties must be played out. If the game is called prior to completion 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

Pitching Rules

1 - 20 pitches = 0 days of rest and 0 games

21 - 40 pitches = 1 day of rest and 0 game

41 - 60 pitches = 2 days of rest and 1 game

61+ pitches = 3 days of rest and 1 game

11 & 12 year olds may not exceed 85 pitches per day (may complete current batter if started with less than 85 pitches)

9 & 10 year olds may not exceed 75 pitches per day (may complete current batter if started with less than 75 pitches)

Pitch counts must be reported to the League Secretary by 10:00 A.M. the day following a game using the Report Scores section of the Lamar Little League website at www.lamarlittleleague.com.