

LAMAR LITTLE LEAGUE
VARSIY DIVISION GROUND RULES
SPRING 2008

updated 2/1/2008

All competition is to be conducted under official Little League rules. 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. All pitching stats must be recorded in the official scorebook. No Exceptions!

1. 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 actually 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.
2. All games will be a maximum of (6) six innings in length. No new inning will start after (1) one hour & 45 minutes from the scheduled start time. A drop dead time limit will be enforced at (2) two hours & 5 minutes. If the drop dead rule is applied, the score will revert back to the score at the end of the previous inning. To help speed up play, the umpires, managers, and coaches should allow no more than 60 seconds between innings or sides retired. Time outs are limited to one offensive and defensive time out per inning with no more per game than specified in the official rules.
3. Coaches are allowed to pinch run for the catcher of record at any time, and it is mandatory with 2 outs if he is returning to catch the upcoming ½ inning.
4. The 10-run rule applies after four (4) innings or three (3) 1/2 innings if the home team is ahead.
5. If time runs out before a game 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.
6. All players on the roster will bat in continuous order. Note: All player participation rules will be enforced and are the responsibility of the manager. Free substitution of defensive players is allowed.
7. A player who arrives after the start of the game will be inserted at the bottom of the batting order, example: 12th position.
8. Players who have entered the game and thrown any pitches are not allowed to play catcher for the remainder of that game. Catchers may move to the position of pitcher, but not return to catcher after pitching.
9. 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. All Coaches/Managers are required to stay in the dugout when their team is in the field. They will remain in the dugout. No on-deck batters are allowed per official Little League rules. **NO PRACTICE SWINGS IN DUGOUT OR EQUIPMENT AREA.**
10. Rain-out games will be rescheduled by the Division VP. **For rain-out information, call 713-238-5567 after 4:30 PM on game day. Please restrict this number to managers and coaches only.**
11. The infield fly rule is in effect.
12. 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. Each team is to provide 1 game ball.

NOTE: BOTH MANAGERS ARE RESPONSIBLE FOR THE FOLLOWING:

- A. Conduct of the players and parents before, during, and after the game.
- B. Cleaning the dugouts and grandstand areas around the field after the game.
- C. 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. After the game, **both** teams are responsible for dragging, raking and watering the infield, putting away the equipment, and picking up trash in and around the dugouts and bleachers. **The equipment containers/batting cage combination is 1101.**

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 - 35 pitches = 1 day of rest and 1 game

36 - 50 pitches = 2 days of rest and 1 game

51+ pitches = 3 days of rest and 1 game

60 pitch maximum per player per game for the first ½ of the season to be increased to 75 by Division VP. A pitcher may exceed the maximum in order to complete a batter that is started with less than 60 pitches.

No 12 year olds are allowed to pitch.

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.