

LAMAR LITTLE LEAGUE
MACHINE A DIVISION GROUND RULES
Spring 2010

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.

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 starting time, then managers must take the field immediately and start on time. The only instance in which the scheduled starting time will be waived is when a prior game actually encroaches on the scheduled start of the following game. In that case, time limits will begin five minutes from the end of the prior game.
2. Games will be a maximum of six innings in length. No new inning will start after one hour, 15 minutes from the scheduled start time. Any inning started before one hour, 15 minutes will be finished. If the game ends in a tie, it will be recorded as a tie. To help speed up play, the umpires, managers, and coaches should allow no more than 90 seconds between innings or side retired situations. 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. If time runs out before a game is "official" (four complete innings or 3-1/2 innings if the home team is ahead), the game will be stopped. Any suspended games can be rescheduled with the approval of the Division VP.
4. The five-run rule will be in effect for all innings. Play will continue until the lead runner has been stopped and/or the umpire has called for time. Throwing a ball to the pitching mound or the coach at the pitching machine does not stop the lead runner. The 10-run rule will not be observed.
5. 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.
6. All player participation and substitution rules will be enforced and are the responsibility of the manager. Absent extenuating circumstances, no player will sit out more than 2 innings per game and should play at least ½ of all innings defensively.
7. The speed of the pitching machine shall be set at 32 mph with the machine set two feet in front of the pitching rubber. (Use the JUGS MVP machine -- it indicates mph.)

8. A coach or manager will feed the machine and can also instruct the batter verbally or with gestures but should not approach the batter. This would hinder the speed of play. If a child is at risk of being hit by the pitch, he should be instructed to avoid injury.
9. No baseballs other than reduced injury factor (RIF-5) balls should be used. Under no circumstances should hardballs (DLL) or tee-balls be used. (Tee-balls do not pitch as well and do not bounce as true as RIF balls.)
10. The batter will be given six pitches. If the sixth pitch is not considered hittable by the umpire, an additional pitch will be made. The batter cannot end his at bat on a foul unless caught. Balls and strikes will not be called in this league. Bunting will not be allowed. The batter must attempt to make a full swing. A ball hit in play will be live -- no 10-foot rule or in-the-grass rule is in effect.
11. The pitching machine may not be adjusted during an inning unless four unhit balls are pitched during a single player's at bat. After the bottom of an inning the pitching machine may be adjusted with the consent of both managers. If a problem occurs with the pitching machine that cannot be corrected within 10 minutes, each team shall furnish an adult to pitch to his respective team. Each batter will be given six pitches to put the ball in play. Failing to put the ball in play, the batter will be called out.
12. If a batted ball strikes the machine, the ball is dead, and the batter and all runners automatically advance one base. If the batted ball strikes the coach who is operating the machine, the ball is live and in play. The cord of the machine is considered part of the machine.
13. A base runner cannot lead off a base. A base runner may not leave the base until the ball is hit. Please note Rule 7.13 regarding runners who leave the base early. Stealing is not permitted.
14. For the first ½ of the season, there will be no advancing on overthrows. For the second ½ of the season, runners will be allowed to advance one base on an overthrow. There are no multiple overthrows per play. A runner can only score from 3rd on a batted ball put in play.
15. Defensively, each team is allowed to have two coaches on the field, but they must remain in the outfield.
16. The pitching position should be played left or right of the machine but not in front, with one foot in the dirt and one in the grass. All defensive players should be in their positions when the pitch is delivered.
17. Infielders may not play in front of an imaginary line extending from first base to third base until the ball has been put into play.
18. Outfielders must play at least six (6) feet behind the base lines at all times unless

assisting on a play. They cannot interfere with the base runners.

19. There is no official scorebook. The home team will operate the scoreboard. Protests will not be allowed in the Rookie Division. If an incident occurs, one or both managers should locate or call the Division VP or a member of the executive committee (President, Vice-President, or Player Agent). Scores will be kept during the game but there will be no standings maintained for the season.
20. Each team will umpire their own game opposite their respective dugout. The home team will umpire first and second base with one umpire and the visiting team will umpire third base and home.
21. **BOTH teams are responsible for field maintenance.** Please rake the field and return equipment to the container at the end of games for the day/night. Both teams should assist in setting up the fields for play (setting up machine, getting the bases, chalking the field, etc.) and raking after each game. The last teams playing on the field should return all equipment and rakes to the containers. **DO NOT leave rakes on top of the dugouts.**
22. **BOTH teams are responsible for the cleanliness of the dugout and the field.** No food, gum, or carbonated drinks are allowed in the dugouts. Only non-carbonated drinks are allowed in the dugout.
23. Managers are responsible for the conduct of their coaches, players and parents before, during, and after the game.
24. Smoking is not allowed by the dugouts, grandstands, behind the back stops or along the fence lines. Alcohol is not allowed in the park and will be enforced by the Richmond Police.
25. **All Managers, Coaches, Volunteers and/or hired workers, who have repetitive access to, or contact with, players, teams or league activities must have annually completed and submitted to the League President a Little League Volunteer Application prior to the applicant assuming his/her duties. The Little League Volunteer Application is located on the Lamar Little League website.**
26. For rain-out information, call **(281) 763-7599** after 4:30 PM on game day or check the web site. Rain-out games will be rescheduled by the Division VP.