

LAMAR LITTLE LEAGUE

MACHINE AA 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, the managers must have their teams take the field immediately and start on time. The 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. All games will be a maximum of six innings in length. **No new inning will start after one hour, 30 minutes from the scheduled start time.** 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. **A five run per inning rule is in effect through the first 4 innings.** Note – no continuation scoring will be allowed past 5 runs. If the batter hits the ball to score the 5th run, base runners may continue to score until the lead runner is stopped or a third out is made, but a team may not score more than 5 runs per inning.
4. **A 10 -run rule applies after four innings** or 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. Any suspended games must be rescheduled with the approval of the Division VP.
6. Play will continue until the lead runner is stopped and/or the umpire has called for time. The position of each base runner will be last base legally touched unless otherwise determined by the umpire.
7. The first half of the season there will be no runner advancing on overthrows. The second half of the season runners may advance only one base per overthrow. There are no multiple overthrows per play. All players on the roster will bat in continuous order. All player participation rules will be enforced and are the responsibility of the manager. Free substitution of defensive players is allowed. Four outfielders will be allowed.
8. A player who arrives after the start of the game will be inserted at the bottom of the batting order.
9. No stealing is permitted for the first half of the season. The second half of the season, stealing is permitted but the runner may not advance an extra base on an overthrow or under throw. Stealing of home is never allowed.
10. Runners on 3rd base must be forced home with a hit. A runner can never advance to home on an overthrow.
11. Bunting has never been allowed in the Machine Division for a couple of reasons. The first is a safety issue where we would not want the infield "drawn-in", and the batter to swing away. The second is to encourage the batters to swing the bat. The first instance of bunting will result in a warning to the manager, the second instance of bunting will be a called strike and the third and future instances will result in an automatic out. Fake bunting is not allowed!

12. 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. Please note Rule 7.13 regarding runners who leave the base early. Once stealing is allowed (half-way through season), base runners may steal once the ball has crossed home plate. No runner may advance from third base to home plate unless the ball is hit into play.
13. The umpire will call balls and strikes. A batter will be called out on three called and/or swinging strikes. If a batter has four balls called on him, the ball count will revert to 0, the strike count will remain. No base on balls will be awarded. Once stealing is allowed (half-way through season) on a fourth ball the base runner(s) may steal at their own risk. Once the ball has been returned to the pitcher, the machine may be adjusted immediately after any four-ball count. This is the only time the pitching machine can be adjusted. No pitching machine adjustments between innings.
14. If a batted ball strikes the pitching machine, the ball is dead and the batter and all runners automatically advance one base. If the batted ball strikes the umpire who is operating the machine, the ball is live and in play. The cord of the machine shall be considered as the machine.
15. Base coaches may consist of two adults or one adult and one player who must wear a helmet. No defensive coaches will be allowed on the field. They must remain in the dugout. No on-deck batters are allowed per official Little League rules.
16. 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. In the instance of three missing swings, the batter will be called out.
17. Pitching machine is to be set at 36 mph for the first half of the season. Pitching machine will be set at 38 mph for the second half of the season. Division VP will notify all managers.
18. A player may not play an infield position excluding catcher & pitcher for more than 3 innings per game. Considerations for safety will be made.
19. Ages 6, 7 & 8 year olds.
20. Parents or coaches will fulfill the role of base umpires. Home team (3rd base dugout) will umpire 1st base side and visiting team (1st base dugout) will umpire 3rd base side. Should a coach be a base umpire he will no longer be a coach for the team, his duties will be that of an umpire only for the game. Both managers will agree on one adult to feed the machine and call balls and strikes. Additionally that adult will call plays at second.
21. The Division VP will reschedule rainout games. **For rainout information, call 713-238-5567 after 4:30 PM on game day.**
22. The infield fly rule is not in effect.

NOTE: BOTH MANAGERS ARE RESPONSIBLE FOR THE FOLLOWING:

- A. Conduct of the coaches, 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. Both teams should assist in setting up the field for play (getting bases, chalking the field, etc.) and raking after each game. The home team's primary responsibilities include

preparing the field for play and maintaining the score book. The visiting team's primary responsibility is to operate the scoreboard. Failure to comply will result in suspension or dismissal. If you have questions, please call the Division .

- D. *Managers and coaches must be approved by the league. All Managers and coaches must submit for approval a Manager/Coaches Application and Volunteer Applications.*