

LAMAR LITTLE LEAGUE
MINOR 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 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 six innings in length. **No new inning will start after (1) one hour, 35 minutes from the scheduled start time.** New innings begin at the moment of the last out. **A drop-dead time limit will be enforced at 1 hour 45 minutes.** If the drop-dead rule is applied, the score will revert 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. Games can finish tied. LL rule 4.15 (6) page 70 of the 2010 playing rules “A game may be forfeited by the umpire-in-chief of the game in progress to the opposing team when a team – (6) employs tactics designed to delay or shorten the game”.
3. **A five run per inning rule is in effect for first 3 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. The 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” (4) four complete or (3) three & 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. 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 order.
8. **Pitching Rules and Limits: Pitcher will be limited to a maximum of 50 pitches maximum at the start of the season. At the halfway point and after directed the Division VP, the pitch count will go to 65.**

1st Half of the Season Pitch Rules: 1 – 20 pitches thrown (0 days rest/no game rest observed), 21 – 35 pitches thrown (1 day rest/1 game rest observed), 36 – 50 pitches thrown

(2 days of rest/1 game rest observed) and if pitcher reaches the limit imposed by league while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs, 1.) that batter reaches base; 2.) that batter is put out; 3.) the third out is made to complete the ½ inning. Result, 51+ pitches thrown (3 days of rest and 1 game).

2nd Half of the Season Pitch Rules: 1 – 20 pitches thrown (0 days rest/no game rest observed), 21 – 35 pitches thrown (1 day rest/no game rest observed), 36 – 50 (2 days rest/1 game rest observed), 51 – 65 pitches thrown (3 days rest/1 game rest observed). If pitcher reaches the limit imposed by league while facing a batter, the pitcher may continue to pitch until any of the following conditions occurs, 1.) that batter reaches base; 2.) that batter is put out; 3.) the third out is made to complete the ½ inning. Result, 66+ pitches thrown (3 days of rest/1 game rest observed).

Note: A pitcher who delivers who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

In addition, no 12 years olds are allowed to pitch in Minor Division games. Pitch counts and scores must be reported to the league by 10:00 am on the day following the game using the Report Scores Section of the website, www.lamarlittleleague.com.

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 rainout information, call 713-238-5567 after 4:30 PM on game day or check www.lamarlittleleague.com.
11. The infield fly rule is in effect.
12. The visiting team shall provide someone to operate the scoreboard control. The home team is responsible for providing someone to keep the official scorebook. **Each team will 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.
- D. Smoking is not allowed by the dugouts, grandstands or along the field fence lines.
- E. Alcohol is not allowed in the park and will be enforced by the Richmond Police.
- F. **All Managers, Coaches and Volunteers and/or hired workers, who have repetitive**

access to, or contact with, players, teams or league activities must submit to the league President, a Little League Volunteer Application, prior to assuming his/her duties. The Little League Volunteer Application can be found on the Lamar Little League website. Once approved, each Manager and Coach will be provided a Field Pass. All Managers and Coaches must wear their Field Pass during all league games.

End of Season Tie Breakers

1. Head to head
2. Runs allowed
3. Runs scored
4. Coin flip

