

# Lamar Little League Ground Rules

## Spring 2025

*All competition is to be conducted under official Little League rules. Varsity division and under, 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.*

***Field 2, Field 4, Batting Cages, and Turf Area Rules: Umpires will eject players and coaches for any violation below. Like all other ejections, this includes suspension from the player/coaches next scheduled game and requirement to volunteer umpire a game.***

- 1. No metal spikes. Turf shoes, molded cleats, and tennis shoes are allowed.***
- 2. No sunflower seeds or any other shelled nuts anywhere near the turf areas, dugouts included.***
- 3. No chewing gum anywhere near the areas, dugouts included.***
- 4. No colored drinks on the turf as they can stain it (gatorade, etc).***
- 5. No chewing tobacco.***

### 1. Game Start Times / Limits:

- 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 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.
- A game may be forfeited by the umpire-in-chief of the game in progress to the opposing team when a team – employs tactics designed to delay or shorten the game.
- All games will be a maximum of (6) six innings in length. To help speed up play, the umpires, managers, and coaches should allow no more than 60 seconds between innings or sides retired.
- If the game is called (weather, curfew, etc.) before it 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.

### Time Limits

- **Majors** - No time limit is observed except for double headers due to make-up games. In this case, no inning may start after one hour fifty minutes of play.
- **Varsity** - No inning may start after one hour forty-five minutes of play.
- **Minors** - No inning may start after one hour thirty-five minutes of play.
- **CP AAA** - No inning may start after one hour thirty minutes of play.



- **CP AA** - No inning may start after one hour thirty minutes of play.
- **CP A** - No inning may start after one hour fifteen minutes of play.

## 2. Run Limit / Mercy Rules:

<b>Majors/Varsity</b>	<b>Run Limit:</b> No run limit per inning.  <b>Mercy Rule:</b> 15 runs after 3 innings (2 ½ if the home team is ahead). 10 runs after 4 innings (3 ½ if the home team is ahead). 8 runs after 5 innings (4 ½ if the home team is ahead).
<b>Minors/ CP AAA/CP AA</b>	<b>Run Limit:</b> A team may score a maximum of seven (7) runs per inning.  <b>Mercy Rule:</b> 15 runs after 3 innings (2 ½ if the home team is ahead). 10 runs after 4 innings (3 ½ if the home team is ahead). 8 runs after 5 innings (4 ½ if the home team is ahead).
<b>CP A</b>	<b>Run Limit:</b> A team may score a maximum of five (5) runs per inning. <b>NO MERCY RULE OBSERVED.</b>

## 3. Youth Pitching Rules:

**Daily Limits (by Little League Age)** - Midseason changes will be directed by the division VP.

### **First Half of Season**

- 8-year-olds are Limited to 50 pitches in a single day.
- 9-year-olds are limited to 50 pitches in a single day regardless of division.
- 10-year-olds are limited to 60 pitches in a single day regardless of division.
- 11 and 12-year-olds are limited to 85 pitches in a single day regardless of division.

### **Second Half of Season**

- 8-year-olds are Limited to 50 pitches in a single day.
- 9-year-olds are limited to 65 pitches in a single day regardless of division.
- 10-year-olds are limited to 75 pitches in a single day regardless of division.
- 11 and 12-year-olds are limited to 85 pitches in a single day regardless of division.

### **Days of Rest**

- 1-20 pitches (0 days rest).
- 21-35 pitches (1 day of rest).
- 36-50 pitches (2 days of rest).
- 51-65 pitches (3 days of rest).
- 66-85 pitches (4 days of rest).

A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the limit imposed in Little League Baseball Regulation VI(c) has been met.

***All pitch counts and scores must be reported in Lamar Little League's website by 10:00 AM on the day following the game.***



### Days of Rest Exceptions

If a pitcher reaches the limit imposed in Regulation VI(c) for his/her league age 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 half-inning.
4. The pitcher is removed from the mound prior to the batter completing his/her at bat.

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at bat provided the pitcher is removed before delivering a single pitch to another batter.

### Pitch Limits and Catcher Eligibility

If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs:

1. That batter reaches base;
2. That batter is retired;
3. The third out is made to complete the half inning or the game;
4. The pitcher is removed from the mound prior to the batter completing his/her at-bat.

The pitcher would be allowed to play the catcher position if that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. **If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.**

### Catcher Limits and Pitching Eligibility

Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count, only when the ball is live will the pitches count toward innings caught.

Coaches are permitted to warm up pitchers before games and between innings.

## 4. Game Procedure:

- 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.
- A courtesy runner for catcher and pitcher (Coach pitch can only run for the catcher) of record may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense and a courtesy runner is used for a player, the player that was run for must assume the catching/pitching position the next inning. This scenario only applies in the first inning for the visiting team.



- Time outs are limited to one offensive and defensive time out per inning with no more per game than specified in the official rules.
- The infield fly rule is in effect for all kid pitch divisions.
- The dropped third strike rule is in effect for Majors division only, provided first base is unoccupied, or when first base is occupied with two outs.
- As in all levels of Little League, 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.
- A team may play with no less than eight players. Any team that starts a game with eight players or ends up with eight players due to injury or player(s) having to leave the field early shall be charged an out when the 9<sup>th</sup> spot in the batting order comes up.
- In the event of a player being removed from the game due to injury or sickness, their batting position will not be considered an out unless the team has dropped below 9 players. Their batting position will be skipped, and the next batter shall bat.
- 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.
  - EXCEPTION: Coach Pitch A may have **ONE** coach in the outfield, but they **MUST** remain behind the outfielders and not interfere with the play.
- Noise makers, bells, whistles, music, etc. are not permitted. Walk up songs are allowed, but the song must be clean, played at a reasonable volume, and turned off when the batter steps into the batter's box.

### **Minimum Play Rule**

- **Minors, Varsity, Majors:** All players present must participate in a minimum of 6 defensive outs in a full 6 inning game.
- **Coach Pitch A, AA, AAA:** All players must play the infield (P, C, 1B, 2B, 3B, or SS) a minimum of 2 innings if a full 6 inning game played. No maximum limits. Every child must play in the infield (any position: 1B, 2B, SS, 3B, P, C) a minimum of 1 inning per game no later than the 3rd inning, unless there is a specific safety issue pre-approved by the Division VP before the 1st game of the season.
- **EXTRA INNINGS:** In the playoffs, in case of a 6-inning tie, all minimum play rules start over in the 7th inning. NOTE: All player participation rules will be enforced and are the responsibility of the manager. Free substitution of defensive players is allowed.

### **Pick-Up Players**

- If less than nine (9) players are available for a scheduled game, a team may pick up a player from the next lower age division only. This pick-up player must bat last in the batting order and may only play in the infield one (1) inning in the first three (3) innings and twice in a complete six (6) inning game. The pick-up player should not start the game in the infield, nor play position of pitcher.



### **Rules for Coach Pitch Divisions Only:**

- No Gentleman's agreements are to be made.
- Bunting is not allowed.
- Stealing is not allowed.
- The infield fly rule is not observed.
- Coach Pitchers must pitch with one foot on the Rubber. Coach Pitch A will pitch from the 35' rubber, Coach Pitch AA and AAA will pitch from the 40' rubber.
- A coach pitcher is prohibited from coaching while in the pitching position either physically or verbally. One warning will be allowed. Two violations will result in immediate removal from the mound **(Coach Pitch AA and Coach Pitch AAA only)**.
- Each batter is allowed six pitches or three strikes. If a batter hits a foul ball on the sixth pitch, he/she can continue batting until they either fail to contact the ball or put the ball in play. **(Coach Pitch A is allowed 6 pitches, no strike limit)**
- A fair batted ball hitting a coach pitcher is declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If, in the umpire's judgment, a coach pitcher intentionally contacts a batted ball, the batter is out, and no runner can advance.
- Pitchers must be positioned behind the coach pitching and no further than 5 feet from the rubber. If a pitcher charges in front of the coach before the ball reaches the plate, it shall be ruled a dead ball.
- A team may utilize 4 outfielders. Outfielders must remain behind the 30ft stripe until the ball is pitched. No unassisted play can be made by an outfielder on a force play, the ball must be thrown to a base.
- It is recommended that the team on defense place a coach at the backstop to help return passed balls to the pitching coach. This coach is prohibited from coaching while in this position, and his/her sole purpose is to help keep up the pace of play. If in the process of a live play, a ball contacts this coach, the play shall be called dead and base runners will be awarded the next base.

**Advancing runners:** Umpires call time after every play and declare the ball dead. Time should be called as soon as all three of the following occur:

1. The lead runner stops attempting to advance.
2. The ball is in the possession of an infield player inside the base paths.
3. No defensive play is imminent.

Time does not have to be called by the defense for the purpose of this rule. The pitcher is not required to have control of the ball for the play to be stopped.

**Coach Pitch AAA – No overthrow limit.** All three conditions above must be met.



### **Coach Pitch AA –**

First half of season: Runners will be allowed to advance one base on an overthrow. There are no multiple overthrows per play. A runner cannot advance from 3rd to home on an overthrow, nor can he/she score from second base on a “clean” throw and catch to any base. A runner on second base can only score on a ball hit to the outfield.

Second half of season: No overthrow limit. All three conditions above must be met.

### **Coach Pitch A –**

First half of season: The play is considered dead or over when a ball hit into the outfield is returned to the infield. Once the ball breaks the plane of the base path, it is considered in the infield **OR** for a ball fielded in the infield, once the pitcher has control of the ball **OR** the lead runner has stopped at a base. All runners that reached a halfway mark will be allowed to advance to the next base if that base is empty. If the ball is live and a play is made on a runner who has reached the halfway mark, the runner is at risk of being put out. Runners may not advance on an overthrow.

Second half of season: Runners will be allowed to advance one base on an overthrow. There are no multiple overthrows per play. A runner cannot advance from 3rd to home on an overthrow, nor can he/she score from second base on a “clean” throw and catch to any base. A runner on second base can only score on a ball hit to the outfield.

## **5. Manager and Fan Conduct:**

- Any manager or coach guilty of swearing at any umpire or otherwise using inappropriate language before, during or after a game will result in automatic ejection and a suspension from the team's next game. The second such offense will result in a three-game suspension. If it happens a third time, that manager is indefinitely banned from managing or coaching at Lamar Little League ever again. The umpire is always deserving of respect, and his decision is always final.
- Any sort of physical altercation or inappropriate contact between two participants, be they managers, coaches, spectators, players or anyone else, before, during, or after a game, will result in an automatic two game suspension. The penalty for a second such offense is an indefinite ban from participating in future baseball activities at Lamar Little League.
- All participants are always required to immediately follow the instructions of any board member who is present.
- Smoking or tobacco use is not allowed in the park.
- Alcohol is not allowed in the park and will be enforced by the Richmond Police.
- Managers are responsible for the conduct of their players, coaches, and fans. If a manager is asked to address fan conduct by the umpire and is unable to control the situation, he/she may be ejected from the game.
- Any ejection will require the coach or manager to be a volunteer umpire for one (1) game before they are allowed to return to the field as a coach. This is in addition to rule 4.07 in the Little League rulebook which requires a one game suspension.



## 6. Volunteers:

All Managers, Coaches, Volunteers and/or hired workers, who have repetitive access to or contact with the players must submit the league a Little League Volunteer Application, complete the USA Baseball Abuse Awareness for Adults Certification Course, and must submit to a background check prior to the applicant assuming his/her duties. In addition to the volunteer application each Manager **MUST** attend the league's coaches' clinic. The Little League Volunteer Application can be found on the Lamar Little League website.

## 7. Game Scoring and Reporting:

**Home Team** is responsible for the official book

- Lamar Little League has determined that Game Changer will be an acceptable substitute for the paper scorebooks and pitch count books we have used in the past. If a team chooses not to use Game Changer, a paper scorebook and pitch count book will be available from the concession stand when needed.
- It is recommended that each half inning managers and the visiting team keeping GameChanger should verify score and pitch counts with the official scorekeeper (Home Team) to ensure accuracy. Any discrepancies should be addressed and corrected prior to resuming play. Once a game is completed, the home team's Game Changer will be considered **FINAL** as the official scorebook and will be used in the event of an appeal.
- After the game, both team managers should review scores and pitch counts for reporting. Both managers must report their pitching results and enter the scores into Lamar Little League's website no later than 10:00AM the following day.
- For GameChanger to be the official book of record, the following must apply:
  - When creating a team, select Richmond, TX as the city and Spring 2025 season.
  - Teams **MUST** follow this naming format, Team Name LLL Division (ex. Royals LLL Majors). This will create consistency across teams/divisions.
  - Teams **MUST** enter players' full names and accurate jersey numbers when building the roster, no nicknames or abbreviations.
- Team naming conventions must be followed or GameChanger will not be considered an official game book.
- For Lamar Little League purposes, GameChanger is for scoring and pitch count only. Scoring errors will be at the Managers discretion. There is no way to ensure consistency or accuracy when determining errors across all teams, therefore this is not intended to be used and should not be used in player evaluations for post-season play.
- It is recommended that teams make their team's stats only visible to the player and their family. These settings can be configured in GameChanger.



**Visiting Team** is responsible for the scoreboard.

- Instructions to operate the scoreboards are posted on the backstop behind each field. Any smartphone with internet access can operate the scoreboard on your field through a web-based interface and a four-digit pin displayed on your scoreboard.

## 8. In Case of Rain:

- Rain-out games will be rescheduled by the League Vice President and communicated through Division VPs. For rain-out information, call 281- 915-1102 after 4:30 PM on game day or download the RainoutLine.com app and look for "Lamar Little League".

## 9. End of Season Tie Breakers:

- 1- Head to Head (Not considered if a three-way tie)
- 2- Runs Allowed
- 3- Runs Scored
- 4- Coin Flip

