

2018 Lebanon Little League, Inc.
T-Ball, 8U, 10U, 12U
Softball Local Rules
(In addition to current year Little League rule book)

Game Play

1. All games will begin promptly as scheduled.
 - a Coaches should have teams ready to go 10 minutes before game start time.
 - b Any team not ready by 5 mins after start time or 10 mins after the completion of previous game will forfeit game.
2. Coaches shall wait in the dugout until invited to the coach's box by the umpire in charge.
3. Only one Manager or Coach may approach an Umpire at any time during the course of a game once the Umpire in Charge has declared "Play Ball". All discussions must be in accordance with Little League Rules and Regulations.
4. Sportsmanship and good humor will be displayed at all times.
5. All players must hustle in and out of the game between innings.
 - a Time between innings must not exceed 2 minutes.
6. A Manager or Coach may come out two (2) times in one inning to visit with the pitcher at the mound, but on the third time out, the player must be removed as a pitcher. A Manager or Coach may come out three (3) times in one game to visit with the pitcher but on the fourth time out, the player must be removed as a pitcher. The Manager or Coach is prohibited from making a third visit while the same batter is at bat. (Rule 8.06).
7. If possible catchers should be in their equipment and ready to take the field as soon as the 3rd out is made. If it is not possible for the catcher to be ready then another player on the field should warm up the pitcher until the catcher is ready. There should be no more than (2) two minutes between the 3rd out to end a half inning and the 1st pitch to start the next half inning.
8. Pitchers shall be permitted to pitch not to exceed eight (8) preparatory pitches to the catcher, or other teammate acting in the capacity of catcher. Preparatory pitches shall not consume more than one (1) minute of time. If a new pitcher is inserted into the game without any opportunity to warm up, the umpire-in-chief shall allow the pitcher as many pitches as the umpire deems necessary. (Rule 8.03). Exception: Due to unseasonable weather, the umpire-in-chief may allow more than the allowed maximum number of pitches to warm up a pitcher.
9. No coach shall warm up a pitcher at home plate or in the bull pen or elsewhere at any time. (Rule 3.09).
10. Manager or coaches are limited to 1 offensive timeout per inning not to exceed 20 seconds in duration.
11. If at the games time limit the game is tied then the game will be decided with a tie-breaker inning. The last batter out will placed on 2nd base, and 2 outs will be given. Both teams will get to bat and whichever teams scores the most runs, wins. If after 1 "tie-breaker" inning, it is still tied, the game will end in a tie.
12. Regulations prohibit on-deck batters. This means no player should handle a bat, even while in an enclosure (dugout), until it is their time at bat. (Rule 1.08, Note 1).
13. Only the first batter of each half inning will be permitted outside the dugout. (Rule 1.08, Note2).
14. Children who are not softball players listed on the active roster are not allowed in the dugout area. Batboys and / or Batgirls are not permitted.
15. Manufacturers have advised that altering helmets in any way can be dangerous. Altering the helmet in any form, including painting or adding decals (by anyone other than the manufacturer or authorized dealer) may void the helmet warranty. Helmets may not be re-painted and may not contain tape or reapplied decals unless approved in writing by the helmet manufacturer or authorized dealer. (Rule 1.17).
16. All players must remain inside the enclosure (dugout) at all times.
17. Coaches are to remain in dugout or behind the fenced area. Managers and coaches are not allowed beyond the fence line or dugout area.
 - a **IN 8U, DO NOT STAND BEHIND THE CATCHER/BATTER, UNLESS YOU WEAR A FULL UMPIRES GEAR.**
18. Night Games: In any event, no inning shall start after 10:00 pm prevailing time. It will be held that an inning starts the moment that the third out is made, completing the preceding inning.
19. Visiting Team shall be responsible for staffing the press box (running the scoreboard) and announce players.
20. Home Team will be responsible for raking the fields after the game and submitting the final score to the press box.
 - a The Manager must submit the final score to the press box before leaving the ballpark or the next game will be forfeited. 2016 Lebanon Little League, Inc.

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Instructional Softball (T-ball/coach pitch):

The Girl's T-Ball division is an instructional and training oriented division. The following are modified rules outside of normal Little League International Softball rules. If 28 girls do not sign up for T-Ball Softball, then T-Ball Softball will merge into coed T-Ball Baseball.

1. Teams will be constructed by a blind draw
2. Team will have a maximum roster size of 9 players. Preferably 7 players per team.
3. The Girl's T-Ball division will use an eleven-inch (11") "Incrediball".
4. The Girl's T-Ball division will be training oriented and non-competitive. Scores will not be kept and there will be no wins and losses nor standings compiled.
5. It is strongly recommended that managers and coaches attend an 8U division game to familiarize themselves with the level of play expected in the 8U division in an effort to facilitate the effectiveness of their coaching in the T-Ball division.
6. The pitching circle will have a radius of eight (8) feet from the FRONT of the pitching rubber.
7. Playing Rules
 - a. A "game" will consist of a maximum of 60 minutes or 4 complete innings, whichever occurs first. 60 minutes after the game start time, the game immediately concludes.
 - b. An inning consists of each team having one time at bat. A team's time at bat consists of each player on the roster having one (1) and only one (1) turn at bat during an inning. Each player on the roster shall bat each inning and the batting order will be adjusted so that each player bats in a different order throughout the season.
 - c. Each batter will be allowed FIRST, four (4) pitches and then one (1) successful swings at the ball on a batting tee. If the batter is still not successful at hitting the ball into play, a coach will assist with the batter's swing to place the ball into play. There will be no strikeouts in this division.
 - d. Coaches must pitch with one foot on the front of pitching circle, in an underhand motion.
 - e. Runners may not continually advance on overthrows. Runners will advance 1 and only 1 base at a time.
 - f. There will be no OUTS, but rather outs will be coaching moments.
 - i No Player shall be removed from the field for being "OUT".
 - ii Will be discussed after 4 games to include outs as part of the game.
 - g. Fielding positions-players will be alternated between all possible positions and should alternate between infield and outfield to the greatest extent possible. Injured players may reenter games an unlimited number of times. All players will play defense each inning.
 - h. The defensive team shall station a player, called the "Coaches Helper" within a circle drawn on the field. The "Coaches Helper" will have one foot in the pitching circle and one foot out of the pitching circle until the ball is hit. The "Coaches Helper" must wear a batting helmet while in the "Coaches Helper" position.
 - i. Including the "Coaches Helper", no more than seven (7) players may position themselves prior to any pitch inside of the base lines. The team batting will have a coach serving as the catcher as there will be no catcher position in the T-Ball division.
 - i. The team playing in the field may have no more than two (2) coaches on the playing field while on defense. These coaches may position themselves anywhere on the field, fair or foul, but must be behind the baselines of the infield prior to each pitch and until the ball crosses home plate. These coaches may speak to the players and otherwise instruct them during both dead and live ball situations.
 - j. Any live ball, which strikes any coach on the field, shall result in an immediate dead ball.
 - k. The infield fly rule will not be in effect in this division.
 - l. Only the manager, coaches, scorekeeper, team parent, and players are allowed in the dugout.
 - m. Games will be umpired by the managers. Home team manager has final say.

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8U Coach Pitch Softball

The 8U coach pitch division is training oriented and competitive division. Any girl league aged 6-8, as of 12/31/17 is eligible to play in 8U Coach Pitch division. A limited number of league age 6 girls will be allowed to play up after successfully completing the T-Ball Softball division. The following are the modified rules that govern the 8U coach pitch division.

1. The 8U coach pitch division maximum roster size shall be twelve (12) players. Preferably 10 players per team.
2. The 8U coach pitch division will use a regular eleven (11) inch softball. It is strongly recommended that managers and coaches attend a 10U division game to familiarize themselves with the level of play expected in the 10U division, in an effort to facilitate the effectiveness of their coaching in the 8U division.
3. Diamond Dimensions:
 - a. Base distances will be sixty (60) feet. The pitcher's plate will be thirty-five (35) feet from home plate.
 - b. The pitching circle will have a radius of eight (8) feet from the front middle of the pitching rubber.
4. The 8U coach pitch division will be considered training and competitive in nature. Scores will be kept, but not recorded. Standings will not be kept either. It is highly emphasized, although the 8U division is considered competitive in nature, we must ensure the girls are always having fun. All girls must have an opportunity to bat and field in all fielding positions throughout the season.
 - a. Players must play in the infield at least one full inning per game.
5. Playing Rules:
 - a. A game will consist of six (6) innings. However, no new inning may start after seventy-five (75) minutes.
 - b. Teams switch sides after five (5) runs have been scored or three (3) outs have been recorded in a half inning. Should this occur, that half inning will be considered concluded, and the team at bat will take the field to play defense. The next time at bat, the player who was to bat next in the regular lineup will bat first.
 - c. Runners MAY NOT continually advance on the first overthrow. We will use a 1 + 1 rule. This means that if an overthrow occurs, a runner may advance one base, and then the runner may advance one more base at their own risk. If a second overthrow (double overthrow) is made, then the ball will be dead and runners will move to the nearest base. If the runner has not reached the halfway mark, they would retreat to the previous base. If the runner has crossed the halfway mark, then the runner would advance to the next base.
 - d. Runners must stop when the advancement of the lead runner has been stopped. For example, if the lead runner is passing third base, the defensive player must be in front of the runner with their hands up and call time. The umpire would then call "TIME" and play would stop.
 - i If the lead runner isn't advancing, and the defensive player isn't trying to make a play, then dead ball.
 - e. Pitching will be performed by the manager or coach of the team at bat, or by an adult designee of the manager. This "coach pitcher" shall pitch to the batters with an underhand motion in a coach pitch style.
 - f. The coach pitcher shall deliver each pitch starting with one foot on the pitching rubber at a distance of 35' (35 feet). Failure to comply with this rule, in the judgment of the umpire shall cause the umpire to immediately rule and announce a "no pitch", resulting in an immediate dead ball. A "no pitch" shall not count against the batter's maximum of six (6) pitches.
 - g. No coaching from the coach pitcher after the batter has hit the ball.
 - h. The defensive team shall station a player, called the "pitcher's helper" within the area of the coach pitcher. This "pitcher's helper must be no closer to the batter than the coach pitcher and must have one foot in the pitching circle and one foot out of the pitching circle.
 - i No more than one pitcher's helper may be used.
 - ii The pitcher player must wear a fielding mask or a helmet with a face guard while on the field.
 - i. No player shall station herself closer than ten (10) feet in front of the nearest baseline at the time of the pitch.
 - j. Including the "pitcher's helper" and the catcher, no more than six (6) defensive players may position themselves prior to any pitch in a non-outfield position, which is defined as closer to home plate than ten (10) feet behind any baseline.

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- i All other defensive players will be designated outfielders. All outfielders may not be positioned on any infield (dirt) area prior to each pitch and must be located on the outfield grass area at the time of the pitch release.
- k. A player's turn at bat shall consist of a maximum of six (6) pitches. If a batter has not reached base safely or been put out by the defense (including by strikeout) after six (6) pitches, this shall be considered a strikeout and the player's turn at bat ends. There are no bases on balls. Any pitch not struck at by the batter is simply ruled a "pitch". Any pitch swung at and missed is a strike. Any pitch hit foul with less than two (2) strikes constitutes a strike. A two strike foul is simply a "pitch". An unlimited amount of 2 strike fouls are allowed. If a coach pitcher hits a batter, no pitch.
- l. The team playing in the field may have no more than two (2) coaches on the playing field while on defense. This coach must be in the outfield and must stay in the outfield. These coaches may speak to the players and otherwise instruct them during both dead and live ball situations. Coaches may not coach from the dugout, during a live ball. Live ball coaching must come from the coach in the field.
- i. Any batted ball which strikes any coach on the field, shall result in an immediate dead ball and shall not count against the batter's maximum of six (6) pitches.
- m. The infield fly rule will not be in effect in this division.
- n. There are no paid umpires in this division. Only authorized coaches or volunteers may umpire a must have a completed and accepted volunteer form on file with the league.
- i An 8U coach that is not coaching a game that evening, will be expected to umpire.
- ii If no umpire is selected, the home team will supply an umpire that will not coach throughout the duration of the game.
- iii If no umpire is selected by home team, then coaches agree to umpire themselves.
- o. The ball remains in play until the lead runner is stopped by a defensive player that has the ball in hand.
- p. All foul tip balls hit by the batter must be higher than the batters head and must be cleanly caught by the defense to be an out.
- q. No bunting or slap hitting
- r. Players must play in the infield at least one half of an inning of every game.
- s. Field 10, bat roster, free substitutions.
- i Players must play 6 consecutive defensive outs.

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Effective March 1, 2016

Minors Softball

The Minors Softball division is player pitch division and is considered a competitive division with emphasis on the girls learning the fundamentals of the game of softball. Any girl league aged 9-11, as of 12/31/17 is eligible to play in Minors Softball. Girls league aged 12, may wavier down to play into the Minors Softball division. All Little League International rules will be in effect, exceptions are the following changes.

1. The Minors Softball division maximum roster size shall be 12 players.
2. The Minors Softball division will use a regular eleven (11) inch softball. It is strongly recommended that managers and coaches attend a Majors Softball division game to familiarize themselves with the level of play expected at the Minors Softball division, in an effort to facilitate the effectiveness of their coaching in the Minors Softball division.
3. Diamond Dimensions:
 - a Base distances will be sixty (60) feet. The pitcher's plate will be thirty-five (35) feet from home plate.
 - b The pitching circle will have a radius of eight (8) feet from the FRONT of the pitching rubber.
4. The Minors Softball Division will be considered training and competitive in nature. Scores and standings will be kept, as well as recorded.
5. Playing Rules:
 - a A game will consist of six (6) innings. However, no new inning may start after 90 (ninety) minutes.
 - b Teams switch sides after five (5) runs have been scored, three (3) outs have been recorded in a half inning. Should this occur, that half inning will be considered concluded, and the team at bat will take the field to d
 - d Stealing will be allowed when the ball crosses the batter.
 - e Stealing home will be allowed on a passed ball.
 - f Pitchers must wear a fielding mask.
 - i If the player is playing an infield position other than catcher and pitcher, they are strongly encouraged to wear face protection, but not mandated.
 - g Field 10, bat roster, free substitution
 - i Players must play 6 consecutive defensive outs.
 - h A pitcher can only pitch 3 innings per game. One pitch counts as an inning.
6. Thrown Bats: When a player throws a bat, the umpire shall issue a verbal warning to the team of the offending player. Each team shall receive only one warning. After a verbal warning is issued by the umpire to a team, each subsequent time a bat is thrown by a batter of that team, the umpire shall immediately call time, the batter is out, and no runner may advance.
7. Starting the game: A game may not be started or continued with fewer than (8) players on either team. A team that has more than (8) players present is required to play (9) defensive players and may choose to play a tenth defensive player. (See rule 4.)
8. No new inning will be started after 1 hour 30 minutes from the start (first pitch) of the game if four innings have been completed. Innings started prior to reaching the time limit shall be completed subject to Little League Rules 4.10, 4.11, and 4.12. Games ending in a regulation tie shall be recoded as such and will be deemed complete. Exception: During regular season-ending tournament play, games ending in a regulation tie shall be played until a regulation winner is determined.
9. There will be a maximum of ten (10) defensive players with no more than six (6), including the catcher, in the infield. Outfielders must begin each play with both feet completely in the outfield grass.
10. The following pitching rules will apply:
 - 10.1. There will be no walks.
 - 10.1.1. Exception: If a youth pitcher hits a batter with a pitch, the umpire shall immediately call time and the batter may elect to be awarded first base. If the batter elects not to take first base, the pitch is counted as a ball and the at-bat resumes. No baserunners may advance when a batter is hit by a pitch.
 - 10.1.2. The batter will either receive four (4) balls, hit the ball, or strike out from the player pitcher.
 - 10.1.3. If the player pitcher throws four (4) balls, the offensive manager or coach will pitch a maximum of three (3) additional pitches.
 - 10.2. The batter will retain the number of strikes from the player pitcher. The batter will then either hit the pitch, be out on strikes, or be called out after the third pitch from the manager/coach.

Effective March 1, 2018

Clarification: When a manager/coach pitches to a batter with a 4 ball & 0 strike count, the batter receives a maximum of (3) pitches to complete her at bat. When a manager/coach enters the game to pitch to a batter with a 4 ball & 1 strike count or a 4ball & 2 strike count, that batter also receives a maximum of (3) pitches to complete her at bat. If the first and second pitches from the manager/coach are called balls, she is entitled to a third pitch. A strikeout at any point during the at bat – either by swinging or by called third strike – ends the at bat, regardless of the number of pitches thrown by the manager/coach.

10.2.1. The batter may not be struck out on a foul ball. If the last pitch is a foul ball, the batter will receive additional pitches until she hits the ball or is struck out.

10.2.2. The offensive manager or coach who pitches may not coach or instruct the batter.

10.2.3. If a batted ball strikes a coach pitcher, the ball is dead and there is no play (no pitch).

10.3 The coach pitcher will start their pitch with one foot on the rubber.

11. During Coach Pitch, the player pitcher must be positioned with both feet within the 8-foot radius circle, standing even with or behind the pitcher's plate.

12. Base stealing: A runner may not advance more than one base when attempting a steal.

12.1. A runner may not advance more than one base when attempting to steal second or third base.

12.2. A runner may not steal or attempt to steal a base when the coach is pitching

12.3. When third base is occupied, no attempt to steal third may be made.

Note: When an attempt to steal second is made while third base is occupied, and a play on the stealing runner is made, the runner occupying third base may advance to home at her own risk.

13. The infield-fly rule will not apply.

14 .All other regular Little League rules will apply.

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Majors Softball

The Majors Softball division is player pitch division and is considered a competitive division. Any girl league aged 9-12, as of 12/31/17 is eligible to play in Majors Softball. Girls must attend evaluations and be drafted up into the Majors Softball Division. All Little League International rules will be in effect, exceptions are the following changes.

1. The Majors Softball division maximum roster size shall be 12 players.
2. The Majors Softball division will use a regular twelve (12) inch softball.
3. Diamond Dimensions:
 - a Base distances will be sixty (60) feet. The pitcher's plate will be forty (40) feet from home plate.
 - b The pitching circle will have a radius of eight (8) feet from the FRONT of the pitching rubber.
4. The Majors Softball Division will be considered competitive in nature. Scores and standings will be kept, as well as recorded.
5. Playing Rules:
 - a A game will consist of six (6) innings. However, no new inning may start after one hundred and twenty (120) minutes.
 - b Teams switch sides after seven (7) runs have been scored, three (3) outs have been recorded in a half inning. Should this occur, that half inning will be considered concluded, and the team at bat will take the field to play defense. The next time at bat, the player who was to bat next in the regular lineup will bat first.
 - c Lookback rule (hesitation) will be in effect. For example, on a ball thrown back to the pitcher, if the pitcher is within the pitching circle, the runner must commit one way or the other. If the runner hesitates or fakes to the opposite base they desire, they will be called out. A fake throw by the pitcher is considered a play, and the runner has another chance to steal a base.
 - d Stealing will be allowed when the ball leaves the pitcher's hand.
 - e Stealing home is allowed on a passed ball.
 - f Pitchers must wear a fielding mask.
 - i If the player is playing an infield position other than catcher and pitcher, they are strongly encouraged to wear face protection, but not mandated.
 - g Field 9, bat roster, free substitution.
 - i A player must play 6 consecutive outs throughout the game.
 - h No player, league aged 9, can pitch in Majors Softball division.
 - i Infield Fly is in effect
 - j Dropped third strike is in effect
 - k. Pitching
 - 1 A pitcher cannot pitch more than 4 consecutive innings in a game, 5 total innings allowed
 - a Example: A pitcher throws 4 innings, sits out the 5th, and then can come back in to throw in the 6th inning.

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Playing Fields

1. It is the responsibility of everyone, especially managers to take care of our diamonds. Do not allow players or coaches to create bare spots in the grass by standing repeatedly in one spot or by digging with cleats in the grass. Do not allow players to stand halfway on the infield grass and halfway on the field material. Never allow players or coaches to move field material into the grass.
2. Managers/coaches are responsible for field prep to their diamonds before and after their games; lining, raking, etc. TIP: have your team parent assign a kid's parents to help with this duty. It is NOT the responsibility of the on-duty league official(s) to perform these duties.
3. It is the responsibility of each team's players to pick up trash from their dugout and dispose of properly before leaving the dugout at games end.
4. When using the fields all equipment not in use shall be neatly stored inside the dugout.
5. Balls should never be purposely thrown or batted into fences.
6. Fences should never be climbed on or over.
7. Batting cage nets should never be climbed or hanged on.
8. Under no circumstances or for any reason are pitching machines to be removed from league facilities.
9. After using pitching machines in the batting cages, it is the manager's responsibility to return batting machines to the storage area and lock the door. If any damage is noticed on any of the equipment it shall be immediately reported to a League Official.

Decorum Managers and Coaches

1. Managers are responsible for their coaches, players, and fans.
2. It is the manager's responsibility to see that everyone associated with their team conducts themselves in an appropriate manner.
3. Displays of unsportsmanlike conduct (loud, argumentative or abusive behavior towards league officials, umpires, fans or fellow coaches) will not be tolerated and are grounds for ejection from the game and possible suspension from future games.
4. Repeated displays of unsportsmanlike conduct will be taken into consideration when selecting future managers.
5. When a manager or coach is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. A manager or coach ejected from a game must not be present at the game site for the remainder of that game. Any manager or coach ejected from a game is suspended for his or her team's next physically played game and may not be in attendance at the game site from which they were suspended.

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Players

1. Will display good sportsman like conduct at all times.
2. Players must not wear watches, rings, pins, jewelry or other metallic items.
3. Displays of temper towards fellow players, league officials, umpires, fans or coaches will not be tolerated. Throwing of equipment (i.e.: bats, helmets, mitts, etc.) will be grounds for ejection.
4. Players are not allowed to leave the playing field during their games except for illness, injury or to go to the restroom. No trips to the concession stand, sitting in the stands, or talking to spectators shall be allowed during games.
5. When a player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. Any player ejected from a game is suspended for his or her team's next physically played game and may not be in attendance at the game site from which they were suspended.
6. If a player is ejected from the game, said player will immediately be removed from the game and could be confined to the dugout. His or her conduct is the responsibility of the manager. He or she will not under any condition or circumstance be removed from the dugout or park, or be left without supervision either by his or her manager or league official.

Parents

1. Attend your child's games.
2. Be a supportive parent for the manager and team.
3. Communicate with the manager in appropriate ways.
4. Cheer for all players on the team.
5. Be a positive role model.
6. Be there when your child is successful or when struggling for success.
7. Respect and support volunteers and umpires.
8. Understand that a game is very difficult to learn and play.
9. Look for opportunities to work with your child on the skills of the game.
10. Be positive and supportive when the team wins or loses.
11. Model good sportsmanship.

Umpires

1. Shall conduct themselves in a courteous a manner while being absolutely firm in maintaining order within the game.
2. Enforce the entire strike zone, but never expand the strike zone.
3. Enforce the rules and call the game fairly without regard to the score. It is not the umpire's duty to control the number of runs a team scores.

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League Officials

1. Any player injury, problem, or question that shall arise during games shall be immediately brought to the attention of the League Official.
2. Must maintain order throughout the Little League Facility.
3. Ensure that only authorized personnel are allowed in the press box area.

Rain Out Procedures

1. If a game is rained out then it will be rescheduled appropriately dependent on field availability. Coaches will be notified as soon as possible with the reschedule time and date.
2. If a rescheduled rain game is rained out again it will be cancelled and rescheduled at the end of the season depending upon the circumstances.
3. If prior to the game time field conditions are deemed unplayable, games will be called as early as is reasonable so needless trips to the park can be avoided by all. League Officials will try and make every effort possible to ensure field is playable for games.
4. If a team cannot field a team of players then the game is cancelled in 8U, forfeited in 10U & 12U and standing. If teams wish a practice game may be played, no umpires or score shall be kept.
5. If before a game time a team knows they cannot field a team of players they should immediately alert the League Official in charge.