

2018 Lebanon Little League, Inc.
T-Ball, Minor, Major, and Junior League
Baseball Local Rules
(Addition to current year Little League rule book)

Game Play

1. All games will begin promptly as scheduled.
2. Starting in 2018 Only USA stamped bats will be allowed in T-ball, AA, AAA, and Majors divisions. (rule 1.10)
 - a. A batter is out for illegal action when – the batter enters the batter’s box with one or both feet entirely on the ground with an illegal bat or is discovered having used an illegal bat prior to the next player entering the batter’s box. The ball is dead. Runners must return if they advanced on the play. NOTE: If the infraction is discovered before the next player enters the batter’s box following the turn at bat of the player who used the (1) The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play. (2) For the first violation the offensive team will lose one eligible adult base coach for the duration of the game. (Any of the three adult coaches in dugout may be used for this coach ejection). (3) For the second violation, the manager of the team will be ejected from the game. Any subsequent violations will result in the newly designated manager being ejected. (When an illegal bat is discovered it must be immediately removed from the game at that point.) *See rule 6.06(d)
3. Coaches shall wait in the dugout until invited to the coach’s box by the umpire in charge.
4. 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.
5. Sportsmanship and good humor will be displayed at all times.
6. All players must hustle in and out of the game between innings.
7. Managers must not delay games when making substitutions. **Be prepared!**
8. Rule 8.06 revision: This reduces the number of visits to a pitcher to twice in one inning or three times in a game for the Major Division and above for Baseball and Softball. This applies to each pitcher who enters a game.
 - a. A manager or coach may come out once (Minor Division: twice) in one inning to visit with the pitcher, but the second time (Minor Division: third time) out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A once in the first inning, then makes a pitching change in the same inning, Pitcher B would be allowed one visit in that inning before being removed on the second visit. If possible, catchers should be in their equipment and ready to take the field as soon as the 3rd out is made.
 - b. A manager or coach may come out twice (Minor Division: three times) in one game to visit with the pitcher, but the third time (Minor Division: fourth time) out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A twice in the first three innings, then makes a pitching change in the fourth inning, Pitcher B would be allowed two visits in that game before being removed on the third visit, subject to the limits in (a) above.
9. If it is not possible for the catcher to be ready then another player on the field should warm up the pitcher by playing catch on the field until the catcher is ready. There should be no more than (1) one minute between the 3rd out to end a half inning and the 1st pitch to start the next half inning.
10. 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)

2018 Lebanon Little League, Inc.
T-Ball, Minor, Major, and Junior League
Baseball Local Rules

(Addition to current year Little League rule book)

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.

11. **No coach shall warm up a pitcher at home plate or in the bull pen or elsewhere at any time.** (Rule 3.09).
12. AA, AAA and Major Baseball Players: It is highly recommended to wear a protective cup. Catchers must wear a protective cup. (Rule 1.17).
13. Manager or coaches are limited to 1 offensive timeout per inning not to exceed 20 seconds in duration.
14. **If at the games time limit the game is tied then the game will finish as a tie.**
15. 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).
16. Only the first batter of each half inning will be permitted outside the dugout. (Rule 1.08, Note2).
17. Children who are not baseball players listed on the active roster are not allowed in the dugout area. Batboys and / or Batgirls are not permitted.
18. 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 re-applied decals unless approved in writing by the helmet manufacturer or authorized dealer. (Rule 1.17).
19. All players must remain inside the enclosure (dugout) at all times.
20. Coaches are to remain in dugout or behind the fenced area. Managers and coaches are not allowed beyond the fence line or dugout area.
21. 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.
22. Visiting Team shall be responsible for staffing the press box and announce players.

Instructional Baseball (T-ball & AA):

League Recommendation: Players should not play the same position for consecutive innings

1. No score shall be kept.
2. No base on balls awarded.
3. Infield fly will not be in effect.
4. All at bat and runners are required to wear helmets with face guards.
5. Pitchers helper is required to wear helmet with face guard.
6. All players that appear for games will be placed in the batting order.
 - a. This batting order will not change during the game.(players who leave game will be skipped & players who arrive late are to be placed at end of batting order).
7. AA only: Each 1/2 inning will end after three outs are recorded by the defensive team or after the 7th batter for that inning has completed his at bat; at bat is completed by any of the following manners:
 - a. The batter hits the ball and then thrown out or tagged out while off base.
 - b. The batter hits the ball safely and the inning shall end when batter/runner is tagged out before crossing home plate or when a fielder while standing on home plate holds the ball.
 - c. Called out on strikes
8. T-ball only: all players bat each inning unless 3 outs are accomplished by defensive team.
9. One (1) Manager, two (2) Assistant Coaches, and a Scorekeeper allowed in the dugout.
10. AA only: in 6 inning games, 7th batter rule is not in effect during the 6th inning.

2018 Lebanon Little League, Inc.
T-Ball, Minor, Major, and Junior League
Baseball Local Rules

(Addition to current year Little League rule book)

11. AA only: pitching distance will be a minimum of 35 feet to a maximum of 46 feet (pitching rubber on fields 1 & 2). Suggested for all pitchers to have no less than one foot inside the pitcher's mound area.
12. AA only: 6 pitch limit (unless the sixth pitch is fouled off). Failure to hit the ball within the six-pitch limit will be counted as an out. No limit on foul balls.
13. T-ball only: after 3 coach pitches, the ball shall be placed on a "T" and if the ball is not batted fair on the next 3 attempted swings, batter is considered out
14. AA only: Defensive team may field 10 players in standard positions. Players will consist of one (1) fielding pitcher, one (1) catcher, four (4) infielders, and four (4) outfielders. The four (4) outfielders must be in the grassy area of the outfield. Outfielders may not be positioned in the dirt area of the infield.
15. Defensive players shall not sit out more than 1/2 innings in succession.
16. Offensive team coaches allowed on the field: pitcher, 1st base coach & 3rd base coach
17. No more than 3 defensive team coaches shall be allowed on the field; 2 behind infielders and 1 behind home plate.
18. Offensive team pitching coach will umpire.
19. Adult pitchers are part of the playing field and must make every effort to not interfere with play. If contact is made with adult pitcher by a thrown or batted ball play is dead. Pitch does not count if batted and runners return to prior base on throw.
20. Runners are allowed a maximum of one base on an overthrow out of the field of play. If an overthrow remains in the field of play, the runner(s) may advance as many bases as possible at their own risk. EXCEPTION: T-ball runners cannot advance on overthrow to first. T-ball players may attempt to advance only one (1) base on overthrows
21. AA only: Play is considered dead when the pitcher has control of the ball within the pitching circle. If a player is halfway, the runner shall be awarded the next base.
22. Bunting & stealing are NOT permitted.
23. AA only: 10-run rule will not be enforced.
24. Game duration is 1 hour (60 total minutes) or six innings, whichever comes first.
 - a. Time will officially start on the first pitch or at the games scheduled time.
 - b. "Drop dead" rule will take effect at 1 hour (60 total minutes). The game will end immediately unless the game time limit expires in the middle of a pitch, while a batter is at the plate or while the ball is in play. Play will continue until the out is made on any batter or base runner. A game shall be considered complete, no matter how many innings have been played, after the time limit has expired.

AAA Minor League Baseball

1. AAA will be allowed one (1) Manager, two (2) Assistant Coaches, and a Scorekeeper in the dugout.
2. 2 WALKS maximum per half inning. The two walks are to be granted as they occur in batting order. Player pitches to each batter just like in a normal at bat. The count is kept as normal with the batter getting balls and strikes called accordingly. If the Player Pitcher throws 4 balls then the coach would come in and get to pitch the remainder of the strikes; 1 pitch if count is 4/2, etc. Each pitch thrown by the coach IS a strike, (even if it's not). IF the Player pitcher strikes out the batter than they are out. IF the coach pitcher comes in and the batter does not hit off the Coach, they are out. There will be NO steals allowed when the coach is pitching. The runners can steal on a player pitch just like regular LL rules.
3. Infield fly rule will not be in effect.
4. All players that appear for games will be placed in the batting order.
 - a. This batting order shall not change during the game. (players who leave game will be skipped & players who arrive late are to be placed at end of batting order).
5. All players must have a minimum of 2 defensive innings and six (6) outs.

2018 Lebanon Little League, Inc.
T-Ball, Minor, Major, and Junior League
Baseball Local Rules

(Addition to current year Little League rule book)

6. A 5 run per ½ inning limit shall be in effect for the first 5 innings. The ½ inning will end in one of the following manners (Rule 5.07):
 - a. The 3rd out is made to end the inning.
 - b. The 5th run of the ½ inning crosses the plate.
 7. During the 6th (sixth) inning there will be no run limit.
 8. Stealing is permitted. Runners must remain on base until the pitched ball crosses the plate.
 9. Little League Pitching Regulation VI will be strictly followed. NOTE: pitch counts are applicable to players participating in “showcase/travel” Sunday games. Showcase managers are responsible to adjust their pitching schedule around pitch counts utilized during LLL league play. Catchers playing 4 or more innings in a game are not eligible to pitch on that calendar day.
 - a. AAA maximum pitches = 75 ages 9-10, 85 ages 11-12
 - i. Days of rest after pitching;
 1. 66 or > = 4 calendar days
 2. 51-65 = 3 calendar days
 3. 36-50 = 2 calendar days
 4. 21-35 = 1 calendar day
 5. 20 or < = can pitch next day
- NOTE; under no circumstance shall a pitcher pitch in 3 consecutive days.**
10. 10-run rule will be enforced.
 11. Special pinch runners are not allowed. Exception: The only pinch runner allowed is for the catcher when there are two outs. The last out previous to the catcher is the pinch runner.
 12. Game duration is 1 hour and 30 minutes (90 total minutes) or six innings, whichever comes first.
 - a. Time will officially start on the first pitch or at the games scheduled time.
 - b. At the 1 hour and 10 minute mark last inning will be declared and finished.
 - c. “Drop dead” rule will take effect at 1 hour and 45 minutes (90 total minutes). The game will end immediately unless the game time limit expires in the middle of a pitch, while a batter is at the plate or while the ball is in play. Play will continue until the out is made on any batter or base runner. A game shall be considered complete, no matter how many innings have been played, after the time limit has expired.
 - d. The chief umpire shall make all decisions regarding time keeping.
 - e. When the “Drop Dead” rule takes effect, if the VISITING team is batting and time expired, the score reverts back to the last complete inning. If the HOME team is batting and they have scored the go-ahead run(s), they will be declared the winner with the current score. If the game is tied or the HOME team is behind and have not had a chance to complete their at-bat, the game will revert back to the last complete inning. If the previous inning ended in a tie, the game will officially end in a tie.
 13. The Home team book is official for all final scores, pitch counts, positions played, etc. Information shall be recorded on sheets provided in the press box. Home Team shall confirm all data with Visiting Team prior to recording. If there is a dispute the Umpire in Charge shall have final say. Teams are to keep/maintain accurate pitch count logs and if necessary provided to show player eligibility.

Majors League Baseball

1. Official Little League rules will be strictly adhered to.
2. Pinch runner is allowed for the catcher when there are two outs. The last out previous to the catcher is the pinch runner.
3. A player can be used as a special pinch runner 2 times per game, but only once per inning as long as that player isn't currently in the lineup. A player can only be run for once per game. **NOTE: Does not apply if using continuous batting order.**

**2018 Lebanon Little League, Inc.
T-Ball, Minor, Major, and Junior League
Baseball Local Rules**

(Addition to current year Little League rule book)

4. Majors will bat entire roster in continuous batting order. (see rule 4.04) Defensively, all players must play 6 defensive outs and 1 at bat. (see Regulation IV(i).
5. Prior to a pitch being thrown a Defensive team can elect to "Intentionally Walk" the batter by announcing this decision to the plate umpire. 4 pitches will be added to pitchers count. (see rule 6.08(a)(2))
6. Little League Pitching Regulation VI will be strictly followed. NOTE: pitch counts are applicable to players participating in "showcase/travel" Sunday games. Showcase managers are responsible to adjust their pitching schedule around pitch counts utilized during LLL league play. Catchers playing 4 or more innings in a game are not eligible to pitch on that calendar day.
 - a. Majors maximum pitches = 75 ages 9-10, 85 ages 11-12
 - i. Days of rest after pitching;
 1. 66 or > = 4 calendar days
 2. 51-65 = 3 calendar days
 3. 36-50 = 2 calendar days
 4. 21-35 = 1 calendar day
 5. 20 or < = can pitch next day
- *NOTE; under no circumstance shall a pitcher pitch in 3 consecutive days.
7. Drop Third Strike will be enforced. (Rule 6.05)
8. Major division game is considered complete when either six innings are completed or 2 hour time limit is met; whichever comes first; regardless of score. No inning is able to start after 10:00 pm.
 - a. Time will officially start on the first pitch or at the games scheduled time.
 - b. On Major division double-header nights the first game of the evening will conclude as follows:
 - i. No new inning will start after 1 hour and 45 minutes.
 - ii. "Drop dead" rule will take effect at 2 hours (120 total minutes). The game will end immediately unless the game time limit expires in the middle of a pitch, while a batter is at the plate or while the ball is in play. Play will continue until the out is made on any batter or base runner. A game shall be considered complete, no matter how many innings have been played, after the time limit has expired.
 - iii. When the "Drop Dead" rule takes effect, if the VISITING team is batting and time expired, the score reverts back to the last complete inning. If the HOME team is batting and they have scored the go-ahead run(s), they will be declared the winner with the current score. If the game is tied or the HOME team is behind and have not had a chance to complete their at-bat, the game will revert back to the last complete inning. If the previous inning ended in a tie, the game will officially end in a tie.
9. The Home team book is official for all final scores, pitch counts, positions played, etc. Information shall be recorded on sheets provided in the press box. Home Team shall confirm all data with Visiting Team prior to recording. If there is a dispute the Umpire in Charge shall have final say. Teams are to keep/maintain accurate pitch count logs and if necessary provided to show player eligibility.

Junior League Baseball

1. Traditional High School Federation rules will be enforced with local adaptations.
2. Games are 7 innings.
3. Home & Visitor teams are responsible for providing staff to condition field and clean dugouts before and after games.

Playing Fields

Updated April 10, 2018

2018 Lebanon Little League, Inc.
T-Ball, Minor, Major, and Junior League
Baseball Local Rules

(Addition to current year Little League rule book)

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.

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.

2018 Lebanon Little League, Inc.
T-Ball, Minor, Major, and Junior League
Baseball Local Rules

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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.

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 9 players then the game is cancelled in minor league, forfeited in major, and Junior League standings. 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 9 players they should immediately alert the League Official in charge.