

**2023 Lebanon Little League, Inc.**  
*T-Ball, 8U, Minors, Majors 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. Manager or coaches are limited to 1 offensive timeout per inning not to exceed 20 seconds in duration.
10. 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.
11. 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).
12. Only the first batter of each half inning will be permitted outside the dugout. (Rule 1.08, Note2).
13. 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.
14. 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).
15. All players must remain inside the enclosure (dugout) at all times.
16. 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 FULL UMPIRES GEAR.
17. 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.
18. Both teams shall be responsible for staffing the press box (running the scoreboard and announce players).
19. Both Teams will be responsible for raking the fields after the game and submitting the final score to the press box.

### T-Ball Softball:

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. T-ball only: all players bat each inning.
8. One (1) Manager, two (2) Assistant Coaches, and a Scorekeeper allowed in the dugout.
9. 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
10. Outfielders may not be positioned in the dirt area of the infield.

11. Defensive players shall not sit out more than 1/2 innings in succession.
12. Offensive team coaches allowed on the field: pitcher, 1st base coach & 3rd base coach
13. No more than 3 defensive team coaches shall be allowed on the field; 2 behind infielders and 1 behind home plate.
14. Bunting & stealing are NOT permitted.
15. Game duration is **55 minutes** or four innings, whichever comes first. a. Time will officially start on the first pitch or at the games scheduled time.

## 8U Coach Pitch Softball

The 8U coach pitch division is training oriented and competitive division. Any girl league aged 6-8 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.
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 75 minutes or six (6) innings, whichever comes first. Finish the inning regardless of score.
  - b. Teams switch sides after five (5) runs have been scored or three (3) outs have been recorded in a half inning.
  - 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.
    - 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 and must have a completed and accepted volunteer form on file with the league.
- 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.

## 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, 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.
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 75 minutes or six (6) innings, whichever comes first. After time is up, or in the 6<sup>th</sup> inning, the home team will only bat IF behind AND a win is mathematically possible, otherwise the game is over
  - b. Teams switch sides after five (5) runs have been scored, three (3) outs have been recorded in a half inning.
  - c. Stealing will be allowed when the ball crosses the batter.
  - d. Stealing home will be allowed on a passed ball or wild pitch; **to take effect after May 7<sup>th</sup>.**
  - e. Pitchers must wear a fielding mask.
  - f. 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
  - h. Players must play 6 consecutive defensive outs.
  - i. 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 75 minutes from the start (first pitch) of the game. 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 recorded 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:
  - i. A pitcher may only WALK (*base on balls*) 2 CONSECUTIVE batters per inning per half inning. After 2 CONSECUTIVE WALKS per inning, the Player-Pitcher 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 to a 2<sup>nd</sup> CONSECUTIVE batter, 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, then they are out and the cycle resets. **IF** the coach pitcher comes in and the batter does not hit off the Coach, they are out and the cycle resets. *The rule stated in this paragraph shall only apply until May 7th. On and after May 8th, all play shall be Player-Pitch, and no coach-pitching shall be permitted without regard to walks.*

- a. **Examples:**
  - i. **Walk (BB) - Walk (BB) = Coach Pitch, Cycle Resets**
  - ii. **Hit By Pitch - Walk (BB) = Coach Pitch, Cycle Resets**
  - iii. **Walk (BB) - Hit By Pitch = No Coach Pitch, Cycle Resets**
  - iv. **Walk (BB) – Strikeout/Ball in Play = Cycle Resets**
- ii. There will be NO steals allowed when the coach is pitching.
- iii. The runners can steal on a Player-Pitcher just like regular LL rules.
- iv. Infield fly rule will not be in effect.
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.
  - a. A runner may not advance more than one base when attempting to steal second or third base.
  - b. A runner may not steal or attempt to steal a base when the coach is pitching
  - c. When third base is occupied, no attempt to steal third may be made.
    - i. 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.**

## Majors Softball

The Majors Softball division is player pitch division and is considered a competitive division. Any girl league aged 9-12 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 105 minutes or six (6) innings, whichever comes first. At the 90 minute mark, the umpire & coaches will declare the next inning will be the "last" inning
  - b. Teams switch sides after seven (7) runs have been scored, or three (3) outs have been recorded. ~~When the "last" inning is identified by the umpire, unlimited run rule takes effect~~
  - 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,
  - g. Field 9, bat roster, free substitution.
    - i. A player must play 6 consecutive outs throughout the game.
  - h. No player, league aged 9 or 10, can pitch in Majors Softball division.
  - i. Infield Fly is in effect
  - j. Dropped third strike is in effect
  - k. Pitching
    - i. A pitcher cannot pitch more than 4 consecutive innings in a game, 5 total innings allowed
      1. Example: A pitcher throws 4 innings, sits out the 5th, and then can come back in to throw in the 6th inning.

## 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.**
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 attend 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.