

2024 Lebanon Little League, Inc.
T-Ball, Minor, and Major Baseball Local Rules
(Addition to current year Little League rule book)

➤ **Game Play**

- All games will begin promptly as scheduled.
- Starting in 2018 Only USA stamped bats will be allowed in T-ball, AA, AAA, and Majors divisions. (rule 1.10)
 - 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)
- Coaches shall wait in the dugout until invited to the coach’s box by the umpire in charge.
- 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.
- Sportsmanship and good humor will be displayed at all times.
- All players must hustle in and out of the game between innings.
- Managers must not delay games when making substitutions. **Be prepared!**
- 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 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.
- 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.
- 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.
- 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.
- Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen. They may also stand by to observe a pitcher during warm-up in the bullpen. (rule 3.09)
- AA, AAA and Major Baseball Players: It is highly recommended to wear a protective cup. Catchers must wear a protective cup. (Rule 1.17).
- Managers or coaches are limited to 1 offensive timeout per inning not to exceed 20 seconds in duration.

- If at the games time limit the game is tied, then the game will finish as a tie. In the playoffs if the regular time expires and the game is tied, there will be another inning played. If the extra inning ends in a tie, then California rules apply. The last out will be placed onto second base, there will be 1 out and each batter will come to the plate with a count of 1 strike and 1 ball.
- 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).
- Only the first batter of each half inning will be permitted outside the dugout. (Rule 1.08, Note2).
- 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.
- 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).
- All players must remain inside the enclosure (dugout) at all times.
- Coaches are to remain in dugouts or behind the fenced area. Managers and coaches are not allowed beyond the fence line or dugout area.
- 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.
- **Both Teams shall be responsible for staffing the press box and announce players.**
- **Both Teams will be responsible for raking the fields after the game and submitting the final score to the press box.**

➤ **Instructional Baseball T-Ball (4-5):**

- No score shall be kept.
- No base on balls awarded.
- Infield fly will not be in effect.
- All batters and runners are required to wear helmets with face guards.
- Pitchers helper is required to wear helmet with face guard.
- All players that appear for games will be placed in the batting order.
- This batting order will not change during the game (players who leave the game will be skipped & players who arrive late are to be placed at the end of batting order).
- All players will bat each inning. The Game will end when each team bats twice.
- All Players will be on the field.
- The batter will get 3 pitches, if the batter does not hit the ball the ball will be placed on the T and the batter will be allowed to swing until the ball is put in play.

Intermediate League (6-7)

- No score will be kept.
- No base on balls awarded
- Infield fly will not be in effect.
- All batters and pitchers helpers will wear helmets with face guards.
- Each 1/2 inning will end after three outs are recorded by the defensive team or after the 5th run is scored.
- 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.

- **6 pitch limit or 3 swinging strikes will be an out (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.
 - 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.
 - **After each defensive inning players need to be in a different defensive position.**
 - Defensive players shall not sit out more than 1/2 innings in succession.
 - Offensive team coaches allowed on the field: pitcher, 1st base coach & 3rd base coach
 - **No more than 2 defensive team coaches shall be allowed on the field: One behind Homeplate and one in outfield. The coach behind the plate will hand a ball to the catcher if there is a foul ball or a passed ball. That coach is also there to help the catcher move and attempt to stop the baseball.**
 - Offensive team pitching coach will umpire.
 - 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.
 - Runners are allowed a maximum of one base on an overthrow.
 - Runner is allowed to take two bases if the ball is hit to the outfield.
 - Bunting & stealing are NOT permitted.
 - 10-run rule will not be enforced.
 - Game duration is 1 hour 15 minutes.
- Time will officially start on the first pitch or at the games scheduled time.

AA Kid /Coach Pitch (8)-

- Score will be kept.
- Infield fly will and drop third strike is not in effect.
- All batters and pitchers' helpers will wear helmets with face guards.
- Each 1/2 inning will end after three outs are recorded by the defensive team or after the 5th run is scored.
- Bunting and stealing are not permitted.
- The player pitcher will pitch to the first 2 batters of each inning. The coach will pitch the rest of the inning. When the coach is pitching the player will get 3 swinging strikes or 6 pitches. If the batter fouls the 6th pitch the batter will get another pitch. If the 6th pitch is a bad pitch the batter is still out.
- The ball is live until it is returned to the pitcher. If the runner is halfway to the base, they are allowed to continue.
- Players will not play the same position and each player must play in the infield and outfield.
- Defensive coach will call balls and strikes behind the pitching mound, while teaching the pitcher. 1 defensive coach will be behind the catcher teaching the catcher. This coach will have 2 baseballs for foul balls only. The catcher will get any pass ball. 1 defensive coach in the field to help teach players in the field.
- Game time will be 1 hr. and 15 minutes with a drop dead.

AAA Minor League Baseball

- A 5 run per ½ inning limit shall be in effect for all innings.
- 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.
- AAA maximum pitches = 75 ages 9-10, 85 ages 11-12
- Days of rest after pitching;
 - 66 or > = 4 calendar days
 - 51-65 = 3 calendar days
 - 36-50 = 2 calendar days
 - 21-35 = 1 calendar day
 - 20 or < = can pitch next day
 - NOTE; under no circumstance shall a pitcher pitch in 3 consecutive days.
- Mercy Rule-a 15-run Mercy Rule after the 3rd inning and a 10-run Mercy Rule after the 4th inning will be enforced.
- 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.
- Game duration six innings; provided, however, no new inning may start after 75 minutes from the first pitch; and further provided that, the home team may only bat in the last half inning after the 75-minute mark if a win is still mathematically possible in light of the 5-run-per-inning rule. Once last inning is called that inning will be completed. NO DROP DEAD.

➤ Majors League Baseball

- Official Little League rules will be strictly adhered to.
- 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.
- Major's maximum pitches = 75 ages 9-10, 85 ages 11-12
- Days of rest after pitching;
 - 66 or > = 4 calendar days
 - 51-65 = 3 calendar days
 - 36-50 = 2 calendar days
 - 21-35 = 1 calendar day
 - 20 or < = can pitch next day
 - *NOTE; under no circumstance shall a pitcher pitch in 3 consecutive days.
- A game will consist of 6 innings or 105 minutes.