



LINGLESTOWN BASEBALL ASSOCIATION

2026 League Rules + Guidelines

Tee Ball, Rookie, Minors, Majors Divisions

***If you suspect child abuse, you are required by law to report it.
Call 1-800-932-0313 or online at www.compass.state.pa.us/cwis.***

A. General

1. Linglestown Baseball Association (LBA) follows the Office Rulebook of Little League Baseball except for any amendments, changes, and exceptions which have been adopted by the LBA Board of Directors (LBA Board) and noted in this document.
2. Any violation of the amendments, changes, or exceptions to these rules will result in forfeiture.
3. The LBA Board must approve all post-season games.
4. For LBA League purposes, the official week runs from Sunday (Day 1) through Saturday (Day 7)
5. **League Year** — The League Year runs from September 1 to August 31.
6. **League Age** — League Age is determined by the player's age on August 31 of the year.
 - a. The Tee Ball division primarily consists of players ages 5 and 6
 - b. The Rookie (8U) division primarily consists of players ages 7 and 8
 - c. The Minors (10U) division primarily consists of players ages 9 and 10
 - d. The Majors (12U) division primarily consists of players ages 11 and 12
 - e. Requests can be made to the LBA Board for a player to play in a different division than their age assigns them. Any player who requests to move to a playing level above their age assignment must attend skills evaluations prior to the Spring Season. Failure to attend evaluations will result in the player returning to the level of their age assignment. All final decisions are at the discretion of the LBA Board.
7. A player rostered for more than one baseball team / league / association should respect their commitment to the LBA before all others.
8. The use of tobacco products inside the fenced playing area or dugouts is prohibited.

B. Season Schedule + Postponements

1. A single team's regular season schedule may not exceed twenty (20) games.
2. Teams in the Minors and Majors divisions may be required to play up to four (4) games in a week.
3. **Official Game** — Rookie, Minors, and Majors division games are official at the completion of four (4) innings or three and half (3½) innings if the home team is winning. Any shortened game called after the 4th inning will revert to the score of the last full inning played. During the regular season, an official game may end in a tie.
 - During the playoffs, a tied game suspended after four (4) innings will be resumed from the point at which it was suspended with all records counting, including pitching.



4. **Cancellations & Postponements** — The LBA Board makes the final decision on canceling games at Koons Park. **Head coaches cannot cancel games without consulting with the LBA Board.** When possible, the decision will be made at least 60 minutes prior to the game(s) announced start time(s).
 - The home team’s coach must notify the umpires and visiting team if a game is postponed.
 - Once gameplay has begun, weather delays or stoppages are at the discretion of the umpire.
 - **Lightning** — If thunder is heard or lightning is seen, gameplay stops immediately. A visible lightning strike within 10 miles of the field should halt play for a 30-minute delay. If any additional thunder or lightning occurs, the 30-minute clock restarts. Play may resume once all is clear for a full 30 minutes.
 - **Make-up games** — A make-up game will be scheduled for the first available date on the schedule, including Saturdays, following the postponement. The LBA President has the final authority to reschedule all postponed or suspended games.
5. **Insufficient Roster** — In the event that a team is short of players, a team may call up player(s) from the lower division. The player(s) are not permitted to play more time than present rostered players, cannot pitch in the game, and must bat in the bottom third of the lineup. Player(s) will wear their team jerseys.
 - **Borrowed Players** — In the event that a team is short players for a game against an out-of-league opponent, a team may borrow players from rosters of teams at the same level. The same restrictions must be observed as when using a call-up player.
6. **Light Failure** — In the event of a light failure, a game will be suspended and continued from the point of light failure with all records counting including pitching.
7. **Night Games** — In the event two (2) night games are scheduled on the Majors Field with the first game ending prior to 8 p.m., the scheduled second game must start within 15 minutes of the end of the first game. If the first game ends after 8 p.m., either team may exercise their right not to play the second game.
8. **Curfew** — If a game is being played under the lights, Lower Paxton Twp. Curfew begins at 10 p.m. After this time, the inning in progress may be completed but a new inning may not be started after 9:50 p.m.

C. Equipment + Safety

Equipment

1. **Helmets** — All league players must wear batting helmets affixed with the NOCSAE® symbol, be free of cracks or other visible damage, and all of the internal padding must not be missing, tattered, torn or frayed.
 - **Facemasks** — All league players who are League Age 8 and younger are required to wear a helmet with a full protective cage facemask to bat and run the bases, regardless of the level they are playing. Jaw guards or C-flaps are not permitted for players of that age.
2. **Bats** — Rookie, Minors, and Majors division players may only use bats marked by the manufacturer as “USA Baseball” approved.
 - USSSA (1.15 BPF), BBCOR (0.50 BPF), and any fastpitch softball bats are not permitted.
 - Bats may not exceed 33 inches in length and the barrel may not be larger than 2-5/8 inches.
 - Tee Ball bats may only be used in the Tee ball and Rookie divisions.
3. **Spikes/Cleats** — Rookie, Minors, and Majors division players are required to wear rubber or molded cleats. Metal cleats or spikes are not permitted.
4. Use of unauthorized/illegal equipment will be discontinued immediately and will result in a single warning. Subsequent use in the same game will result in the player being immediately called out and possible ejection.



from the game based on umpire judgment. Continued use of illegal equipment may result in suspension upon review by the LBA Board.

Safety

5. **Injury Timeouts** — An umpire can immediately call “Time Out” when an injury occurs on the playing field. All runners would return to the previous base at the umpire's judgment.
6. **Sliding** — All runners must slide or avoid contact with a defensive player in the act of making a play. This includes approaching a base or home plate. If the runner contacts the defensive player without sliding or trying to avoid contact, the runner is automatically out. If, in the umpire’s judgment, the runner was trying to avoid contact but the defensive player moved into the runner’s path trying to play the ball, this contact shall be ruled incidental and will not result in an automatic out.
 - **Sliding into first** — A batter attempting to reach first base may not attempt to slide into the base. If the runner slides into first, they will automatically be called out. No warnings will be issued.
 - **Headfirst Slides** — Any player wearing a protective face mask may not slide headfirst at any time. This includes when returning to a base. Any headfirst slide will result in the runner being called out.
 - i. If in the judgment of the umpire, a runner clearly initiated a legal feet-first slide while advancing on the base path; it shall be deemed a legal slide even if the natural momentum of the play caused the runner to then advance headfirst.
 - ii. Players not wearing a protective facemask may slide head-first when returning to a base.
7. All players acting as a base coach must wear a batting helmet when on the field.
8. Adult coaches are permitted in both coach’s boxes without a helmet.
9. **Throwing Equipment** — If a batter incidentally throws a bat during an at bat but does not hit another player, coach, or umpire, they will be issued a warning. If the same batter throws a bat a second time, they will be called out. If a batter incidentally throws a bat which directly hits another player, coach, or umpire, the batter may be called out without issuing a warning.
 - A player may be ejected from a game for throwing equipment in an unsportsmanlike manner. This will be a judgment call by the umpire.
10. When warming up a pitcher on or off the field, the catcher must wear headgear at all times.

D. Game Play

1. **Game Length** — Regular season games are a maximum of six (6) innings or one hour and 45 minutes.
 - a. If tied, regular season games will end after reaching six (6) innings or the time limit. There are no extra innings.
 - b. No inning can start after the time limit. If an inning is started before the time limit, the entire inning may be completed.
 - c. Playoff games are permitted to proceed to extra innings if the score is tied.
2. **Official Scorer** — The official game scorer is the home team.
3. **Pregame Field Usage**
 - a. The home team shall have the field until twenty (20) minutes prior to game time.
 - b. The visiting team shall have the field from twenty (20) minutes to five (5) minutes prior to game time.
 - c. Batting practice prior to scheduled games is not permitted on the field. Batting practice is only permitted in batting cages.



4. **Play Requirements**

- a. **Defensive Play** — All rostered Rookie, Minors and Majors division players must play a minimum of two (2) innings in the field during a regulation 6-inning game. Call-up/borrowed players must not play more defensive innings than rostered players.
 - b. **Batting Order** — A continuous batting order must be used at all levels during the regular season. The LBA Board may enforce this rule in the playoffs as well.
 - c. If a player arrives late and is not in the dugout by the first pitch of the 3rd inning, the coach is not obligated to play that player. However, the player may be added to the game roster in order to enter the game. The minimum playing requirement would then be waived.
5. **Illegal Player Usage** — The use of an illegal pitcher or failure to play all eligible players in a game will result in a forfeit by the offending team. The umpire will be informed of the violation and will make the call. There is no appeal.
- a. If a coach knows Rule #5 is about to be violated, they are required to address this to the umpire. If they do not, the coach in question will be suspended for one (1) week.
6. **Offensive Timeouts** — There is no limit to the number of offensive timeouts a team can take. The umpire can deny a timeout if they think the coach is trying to make a mockery of the game.
7. **Taking Signs** — A batter must take signs with one foot in the batter's box. The umpire will give the batter one warning, and after that the umpire will instruct the pitcher to pitch and every pitch will be called a strike.
8. **Courtesy Runner** — A courtesy runner may be used at any time for the pitcher or catcher or if the batter / runner gets injured. When using a continuous lineup, the replacement runner must be the last batted out. When not using a continuous lineup, the runner must be a player not currently in the lineup.

E. Pitching

1. Linglestown Baseball follows the recommendations of Little League International's arm safety recommendations and places the safety of our players as a top priority. LBA coaches need to be aware of these player's activities especially concerning their pitching efforts in order to prevent overuse injuries.
2. **Pitch Counts**
 - **Ages 6-8:** 50 Pitches per day
 - **Ages 9-10:** 75 Pitches per day
 - **Age 11-12:** 85 Pitches per day
 - **Pitch Counter** — Prior to the start of games, each team will identify a coach to count pitches. At the end of each half inning or during a pitching change, the two pitch counters will compare and reconcile their numbers for individual pitchers. Individual totals will be recorded in each team's scorebook for each pitcher. No game can be resumed until the pitch count has been agreed upon.
3. **Required Days of Rest**
 - **1-20 Pitches:** 0 Days of Rest
Example: Player pitches Saturday. Player can pitch again on Sunday.
 - **21-35 Pitches:** 1 Day of Rest
Example: Player pitches Saturday. Rests: Sunday. Player can pitch on Monday.
 - **36-50 Pitches:** 2 Days of Rest
Example: Player pitches Saturday. Rests: Sunday and Monday. Player can pitch on Tuesday.



- **51-65 Pitches:** 3 Days of Rest
Example: Player pitch Saturday. Rests: Sunday, Monday and Tuesday. Player can pitch on Wednesday.
 - **66 or More Pitches:** Four Days of Rest.
Example: Player pitches Saturday. Rests: Sunday, Monday, Tuesday and Wednesday. Player can pitch on Thursday.
 - If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until the at bat is complete. The pitcher will only be required to observe the calendar day(s) of rest for that threshold met during that at-bat.
4. **Maximum Pitchers Used** — A team may not use more than 5 pitchers in a 6-innings, regular season game. Playoff games requiring extra innings may exceed the 5 pitcher limit. All pitch counts and days of rest will still apply
 5. **Mound Visits** — A coach will be allowed one (1) trip to the mound per pitcher per inning not including announced visits to the umpire for injury investigation. The pitcher shall be replaced with a second trip to the mound.
 6. **Warm-Up** — At the start or upon entering the game, pitchers are allowed eight (8) warm-up pitches. Prior to any subsequent inning of work, they will be allowed five (5) warm-up pitches.
 7. **Hit By Pitch Per Inning** — In Rookie, Minors, and Majors division games, if a pitcher hits four (4) batters in a single inning, they must be removed from the mound. At the Minors and Majors levels, the pitcher may not re-enter the game.
 8. **Pitching/Catching** — For all regular season Minors and Majors games, in the event that a player pitches and catches in the same game, such a player may not accumulate more than four (4) innings total of pitching and catching. In the event a player both pitches and catches in any game, such player can still pitch within the normal pitch count rules, so long as the combined pitching and catching does not exceed four (4) innings. If a player catches more than four (4) innings in a game, he may not pitch in that game. If a player pitches only, his pitching is governed by the pitch count rules.
 9. **Unfinished Games/Pitch Counts** — All pitching records will count even if the game is suspended before completion.

F. Conduct

1. The Head Coach is the only entity allowed to have dialogue with an umpire when a discrepancy occurs. The umpire will warn assistant coaches, fans or other offenders, who argue, question, or mock any call. If they continue, the offender will be ejected from the game and required to leave the park premise.
2. A player or coach ejected from a game will be suspended for one week. During the same season, a second ejection will result in a minimum of a two-week suspension or up to a permanent suspension at the discretion of the LBA Board. A coach may request an appeal of a suspension by contacting the LBA President.
3. The LBA Board reserves the right to review and rule on any and all league incidents that are formally reported to the league on a case-by-case basis to ensure the safety of players, families, coaches and league personnel.



Rookie Division Rules + Guidelines

The following rules are specific to the Rookie Division and serve as a supplement to the overall Lingestown Baseball Association Rules + Guidelines.

Gameplay

1. Four (4) run limit per half inning.
2. **Mercy Rule** — A game is considered complete when one team can no longer score enough runs (4 per inning) to tie the game. If the home team is losing, they are given the opportunity to bat if the game can result in a tie.
3. No Infield Fly rule.
4. Batters may not attempt to advance to first on a dropped third strike.

Baserunning

5. **2-Base Maximum** — Once a batted ball is in play, runners can advance a maximum of two (2) bases.
 - *Examples: 1. The batter hits a ball to the outfield. The batter can advance no further than second base; 2. Runners on first and second bases. The batter hits the ball to the outfield. Runner on second can advance home, runner at first can advance no further than third base, and the batter can advance no further than second base.*
6. **Stop of Play** — Once a batted ball is in play, runners may no longer advance once the ball is returned to the pitcher and he/she is in close proximity to the pitcher's mound.
7. **Errant Throws** — Baserunners may advance one (1) base on an errant fielder's throw. Runners may not continue to advance to additional bases on additional errant throws that might occur during the play.
8. **Steals/Wild Pitches** — Baserunners MAY NOT steal bases or advance on passed balls or wild pitches.
9. Baserunners may not advance on a catcher's throw back to the pitcher.

Defense

10. Each team will field 9 or 10 players — pitcher, catcher, 4 infielders, 3 or 4 outfielders.
11. One defensive coach is allowed in the outfield to assist players, but must stay in the outfield. If a defensive coach comes in contact with a live ball, the play will be ruled dead.
12. If a fielder is not making a play on the ball or does not have the ball, they must stay out of the base path and away from the base.
13. Catchers must wear all regular catching safety gear (face mask with back, leg/knee guards, chest protector, protective cup).

Pitching

14. **Pitching Distance** — The pitching distance is 43 feet.
15. **Pitching Format**
 - **Innings 1-3:** Player Pitch
 - The first 3 innings will be modified player pitch.



- The player pitcher will either allow the batter to reach base by base hit/error, strike the batter out or, after throwing the batter four (4) balls, will be replaced by a coach. The batter will then get three (3) strikes to hit or strike out.
- There are no walks.
- A player pitcher must be removed and a coach will finish pitching the inning if:
 1. The pitcher hits four (4) batters in the same inning
 2. The pitcher walks four (4) batters in the same inning
- A batter hit by a pitch from a player pitcher:
 1. If physically unable to continue the at-bat, may take first base; or
 2. May continue the at-bat with zero (0) strikes and the coach pitching.
- **Innings 4-6: Coach Pitch**
 - At the start of the 4th inning, pitching will be coach-pitch only.
 - Players are given 5 pitches to hit. If the player has not put the ball in play after 5 pitches, or has not fouled off the final pitch, the player is out. If the player fouls off pitches, they are allowed to continue their at bat.

16. **Pitching Limits** — Rookie Pitchers are allowed to pitch 1 inning per game and a total of 3 innings per week.

17. There are no balks



Minors Division Rules + Guidelines

The following rules are specific to the Minors Division and serve as a supplement to the overall Linglestown Baseball Association Rules + Guidelines.

Gameplay

18. Four (4) run limit per half inning.
19. **Mercy Rule** — A game is considered complete when one team can no longer score enough runs (4 per inning) to tie the game. If the home team is losing, they are given the opportunity to bat if the game can result in a tie.
20. No Infield Fly rule.
21. Batters may not attempt to advance to first on a dropped third strike. The batter is ruled out.

Baserunning

22. Once a batted ball is in play, runners may advance on errant throws by fielders.
23. **Stealing** — Stealing bases is permitted. Baserunners may not leave the base until the pitch crosses home plate.
24. Baserunners may advance on passed balls and wild pitches.
25. **Stealing Home** — A team may only steal and/or advance home on a passed ball/wild pitch two (2) times per inning. All other runs in that inning must come as a result of a batted ball in play, walk, or hit by pitch.
26. **Errant Catcher Throws** — Baserunners attempting to steal or advance on a wild pitch or passed ball may not advance on an errant throw by the catcher. This includes second or third base.
 - With runners on first and third bases, if the runner on first attempts to steal or advance on a passed ball or wild pitch and the catcher makes an attempt to throw the runner out at second, the runner on third is permitted to try to advance home.
 - A runner on third who attempts to advance home on a catcher's throw to second is considered to be stealing home. A runner who steals home on a catcher's throw will count toward a team's two steals of home (See Rule 25).
 - If a runner on third does not make an immediate attempt to steal home on a catcher's throw to second, that runner may not advance home on a catcher's overthrow to second base.
27. **Appeals** — There are no baserunning appeals. The umpire will enforce observed violations after play is stopped.

Pitching

28. **Pitching Distance** — The pitching distance is 46 feet
29. In Minors Division games, a 9-year old — or combination of 9-year olds or younger — must:
 - Record six (6) outs by the end of the third inning.
 - Face a minimum of eight (8) batters in one inning before being removed from the mound.
30. A Minors Division pitcher may pitch a maximum of three (3) innings per game and six (6) innings per week
31. If a Minors Division team has three (3) or more games in a week, the team's pitchers will gain an additional three innings to pitch with proper rest.
32. There are no balks.



LINGLESTOWN BASEBALL ASSOCIATION

Majors Division Rules + Guidelines

Gameplay

1. **Mercy Rule** — 10-run mercy rule applies after the 4th inning or after 3½ innings if the home team is winning. If the home team is losing, they must be given the chance to hit in the bottom of the inning. If a game is called for any reason (darkness, time limit, etc), the score will revert to the end of the last full completed inning. All pitch counts and limits will count.
2. **Dropped Third Strike** — Dropped Third Strike Rule is in play for all Majors Division games as follows:
 - a. A batter will be out when the third strike is legally caught by the catcher without touching the ground or when the third strike is dropped but first base is occupied at the time of the pitch with less than two outs.
 - b. A batter becomes a runner when the third strike is dropped and first base is not occupied at the time of the pitch with less than two outs or with two outs in an inning regardless if first base is occupied.
 - c. The batter / runner will be out with a proper tag or the completion of a legal force play before the runner reaches first base. With two outs in an inning, the third out can be recorded at any base with a legal force or proper tag play.
 - d. During interleague play, this rule may be waived prior to the game.
3. **Infield Fly** — Infield Fly Rule is in play for all Majors Division Games as follows:
 - a. There must be fewer than two outs.
 - b. Runners occupy first and second base or bases are loaded
 - c. The batted ball must be in fair territory
 - d. The umpire determines the infielder can catch the ball with ordinary effort
 - e. Runners may advance at their discretion

Pitching

4. **Pitching Distance** — The pitching distance is 50 feet
 - a. Out-of-League Games — some games with out-of-league opponents will be played with a pitching distance of 46 feet depending on agreed upon rules.
5. **Balks** — The pitcher shall not attempt to deceive a runner., The penalty for any of the below violations is all runners on base are awarded one extra base. Offending pitchers will be given one (1) warning. Enforcement will be at the discretion of the umpire.
 - a. **Motion and Delivery**
 - **Start-Stop** — If a pitcher begins their natural pitching motion but fails to complete the delivery, it is a balk. Once the motion starts, the pitcher must follow through to the plate or to a base.
 - **Double Set** — A pitcher cannot come to a "set" position (hands together), break it, and then reset their hands without either stepping off the rubber or delivering the ball.
 - **Quick Returns** — Delivering the ball before the batter is reasonably set in the batter's box is considered a "quick pitch" and results in a balk with runners on.
 - b. **Interactions with the Rubber**
 - **Dropping the Ball** — If the pitcher is on the rubber and the ball slips or drops out of their hand.



- **Faking a Throw** — While touching the rubber, the pitcher cannot fake a throw to first base. They must actually throw the ball if they make a move toward first.
 - **Directional Step** — The pitcher must step directly toward the base they are throwing to. If they spin or throw without a clear step, or step toward home and throw to a base, it is a balk.
- c. **Body Movements**
- **Flinching** — Any unnecessary movement of the arms, legs, or shoulders while on the rubber that mimics the start of a delivery can be called a balk.
 - **Standing off the Rubber** — A pitcher cannot stand on or astride the rubber without the ball, or take a pitching position off the rubber and feint a throw.
 - **Taking signs from the catcher** — A pitcher cannot stand on or astride the rubber without the ball, or stand astride the rubber with the ball and take signs from the catcher. The pitcher must be in contact with the rubber with the ball to take signs.

Baserunning

6. **Leading** — Leads are permitted on 70-foot bases; Not permitted on 60-foot bases.
7. **Stealing** — Stealing is permitted at any time (70-foot bases); When playing on 60-foot bases, the ball must cross the plate before a runner may leave the base.
8. **Appeals** — The defensive team may point out an infraction that an umpire is not permitted to call on their own. In most cases, if the defense doesn't appeal, the runner is safe by default, even if the infraction is clear.
 - a. An appeal can be made for the following reasons: A baserunner misses a base and does not go back and touch the base before touching the next base, a baserunner fails to tag up before advancing on a fly ball, a baserunner fails to touch home plate, the opposing team bats out of order.
 - b. **Process of the Appeal**
 - **Timing** — An appeal must be made before the next pitch or any "attempted play" by the defense. If the pitcher balks during an appeal attempt, that counts as a play, and the right to appeal is lost. If the play ends a half-inning, the appeal must be made before all defensive players have left fair territory on their way to the dugout. Sometimes an appeal can result in a "fourth out" that is more advantageous than the third out. For example, if a runner scores before the third out is made on a different runner, the defense can appeal a missed base by the scoring runner to negate the run — effectively replacing the third out.
 - **Making an appeal** — If the ball is still live, a fielder must take the live ball and either tag the runner who committed the infraction or touch the base that was missed (or left early). The fielder must clearly indicate to the umpire what they are appealing. If the play has concluded, the pitcher must return to the mound with the ball. The umpire will put the ball back in play. The pitcher must then step off the rubber and throw to the base in question. A player or coach must clearly indicate to the umpire what the defense is appealing.



LINGLESTOWN BASEBALL ASSOCIATION

Tee Ball Division Rules + Guidelines

General

1. Games should be no longer than 2 hours.
2. **Helmet Usage** — The following players must wear helmets with masks at all times:
 - The batter
 - All baserunners
 - The pitcher defender
 - First baseman
3. **Coach Pitch** — Once a team has advanced to coach pitch, a batter is provided five (5) pitches from the coach to attempt to hit. Following the fifth pitch, the coach will tee up the ball and the batter may attempt to hit it. If the batter cannot hit the ball off the tee after three (3) attempts, the coach may assist the batter.
4. **Batting Order** — The team at bat will use a continuous batting order and each player will have an opportunity to hit during that team's half inning. Coaches should switch the batting order each game so players do not always bat at the same spot in the line up.
5. **End of Inning** — Regardless of outs, the half inning is not over until all players have batted.
6. Use at least two coaches while your team is batting; one to pitch to the batter and one to retrieve balls and assist the batter.
7. On each batted ball, players advance one base at a time. Each hit can be no more than a single.
8. Players cannot advance on an error or overthrow.
9. Batters/Runners remain on the bases even if they are out during the play so they can learn base running skills during game play.
10. On defense, all players are present on the field. There will be five infielders, including a “pitcher” defender. Other players will spread out evenly across the outfield. There will be no catcher.
11. Infielder Positions — All infielders, other than the “pitcher” defender, should play behind the baseline.

Updated: April 1, 2026