

Lockport Little League  
**Major Baseball**  
Ground Rules/Playing Rules

- **NO** on deck circle and **ABSOLUTELY NO BATTING DONUTS!**
- All catchers **MUST** have a throat guard attached to their mask.
- **All metal bats must have the USA Baseball stamp on them.**
- Home team will take the third base dugout.
  
- Games will consist of six (6) innings. The 2.0 Hour time limit will be in effect. Games on weeknights will start at **6:00pm**.
  
- **No additional innings will start after 8:00pm or the 2.0-hour time limit** has expired. If the game is still tied after the time limit it may only be **continued ONLY with the approval of a Board Member** not involved in that game. Or it may be concluded later (if needed) depending on the standings. The conclusion of the game will begin precisely where it left off.
  
- All players must wear team uniforms with either sneakers or rubber baseball spikes only. All players are urged to wear an athletic supporter; **catchers are required to do so, with a cup.**
  
- **Each team will use the continuous batting order that will include all players present for the game batting in order. A player may be entered and/or re-entered defensively (except the pitcher) in the game anytime. No player shall sit defensively for more than one (1) consecutive inning.** Also, there are no pinch runners allowed.
  
- There will be no more than nine (9) defensive players on the field at any time. There will be six (6) players in the infield at the standard positions and three (3) players in the outfield at least ten (10) feet back onto the grass.
  
- **Each team's turn at bat will end when three (3) outs are made, or 5 runs have been scored** (whichever comes first). A team may bat as many batters as possible in the **SIXTH INNING ONLY** until three (3) outs have been achieved. The final batter of any inning shall be pitched to. There are **NO INTENTIONAL WALKS!** Any defiance of this rule shall result in the removal of said team coach.
  
- Two (2) Adults may coach the bases.
  
- A ball that is hit fair that goes under, through or bounces over the outfield fences will be a two (2) base hit.
  
- There is **NO** dropped third strike.
  
- An overthrow on a batted ball that goes into a dugout, bleachers, equipment, or out of the playing field, runners will be awarded one (1) base. "1 plus 1" rule. ( i.e.) Batter hits grounder to short, heading to first, and SS makes wild throw into dugout. The batter/runner gets 1st {the base he's running to when the throw is made}, and then is awarded 2nd base because of the out of play overthrow. Rules are the same no matter what base the runner is heading for.
  
- An overthrow on a batted ball that stays in the playing field area (fences or edge of player screen to edge of outfield fence) the runner will advance at their own risk for as many bases as possible, including home plate.
  
- An overthrow on a runner attempting to steal third (3<sup>rd</sup>) base the runner may advance home at his/her own risk.
  
- The pitcher **MUST** pitch from the white pitching plate set at **46** feet.
  
- Walks will be issued except there are **NO** intentional walks.
  
- Interference shall be called.
  
- The infield fly rule will be called.
  
- Any unsportsmanlike conduct by a player, coach or scorekeeper will result in an immediate ejection of said offender. Any player who is ejected will have to sit the next **ATTENDED** game on the bench in uniform.
  
- Any continued unsportsmanlike conduct by the same player, coach or scorekeeper could result in a future suspension based on the decision by the Board of Directors.
  
- Unsportsmanlike conduct includes but not limited to intimidation of umpires, foul language, throwing or kicking of any equipment or any other unnecessary behavior.
  
- Base stealing is allowed **INCLUDING** home plate. The base runner cannot steal until the pitch reaches the batter. If said runner leaves early, then he/she is sent back to the previously occupied base. This is a judgment call decided by the umpires only.

- Players must slide to avoid contact on close plays. A player who does not slide feet first or does not avoid contact shall be called out and possibly ejected by the umpire's discretion. There are **NO HEADFIRST SLIDES**, unless going back to a base.
- **ONLY three (3) ADULT** coaches and players from said team allowed in the dugout during the games. **NO BATBOYS.**

#### PITCHING RULES

##### VI- Pitchers

- Any player on a regular season team may pitch. **Exception:** Any player who has played the position of catcher in any part of four (4) or more innings in a game is **not eligible** to pitch on that calendar day
- A pitcher once removed from the mound **cannot** return as pitcher.
- The coach must remove the pitcher when said pitcher reaches the limit for his/her age group as noted but may remain in the game at another position.

#### League Age

**11-12 85 pitches per day**

**10 75 pitches per day**

**EXCEPTION:** If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until anyone of the following conditions occurs: 1. The batter reaches base; 2. That batter is put out; 3. The third (3<sup>rd</sup>) out is made to complete the half-inning. **Note1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

(d) Pitchers must adhere to the following rest requirements:

**\*If a player pitches 66 or more pitches in game, four (4) calendar days of rest must be observed**

**\*If a player pitches 51-65 pitches in a game, three (3) calendar days of rest must be observed.**

**\*If a player pitches 36-50 pitches in a game, two (2) calendar days of rest must be observed.**

**\*If a player pitches 21-35 pitches in a game, one (1) calendar days of rest must be observed.**

**\*If a player pitches 1-20 pitches in a game, no (0) calendar days of rest is required.**

**\*\*Any player that pitches for a LLL Travel Team must also follow the rest requirements before pitching for the House League Team.\*\***

- Each team's **pitch counters should meet every half inning** to compare pitches thrown. The **home team's scoreboard** will be the official book of record.
- Teams using an illegal pitcher will be given a loss.

#### COACHES

- Must show up for all scheduled games or make arrangements for a responsible adult volunteer to run the team.
- Must have a rulebook and a copy of these local rules at all games. Please refer to these rules if necessary.
- The home team's book is the official scoreboard.
- **MUST** request time out and be recognized by an umpire before leaving the dugout.
- Coaches shall **not** cross the white foul line onto the field of play. Conferences are limited to the pitcher and catcher, no infielders. Three (3) visits are allowed per pitcher. The pitcher must be removed from the mound on the third visit.
- Coaches are responsible for the cleanup of their respective dugouts and surrounding area after the game.
- coaches must report all injuries that occur during a practice or a game to the Division Vice President and make a written report to the safety officer.
- If there is a violation of any rule by the coach, he/she will be subject to go before the Board of Directors.
- Coaches, please remember this is just a game. Please act in a responsible manner. We are trying to install a sense of responsibility and sportsmanship in our youth. Since you are their leader, please play a prominent role.
- All make up games will be scheduled by the LLL Division Coordinator at the earliest possible time.
- Each Coach is responsible for the return of his/her equipment.
- **All Coaches MUST** have filled out a volunteer form.
- **COACH OF THE HOME TEAM IS RESPONSIBLE FOR TURNING IN THE PITCH TRACKING SHEET. IMMEDIATELY FOLLOWING THE GAME.**

#### PLAYER CALL UPS FROM MINORS

- The only call-ups that will be allowed to a Major Division team will be as follows.
  - **All call-ups Must be done through the Major Division VP only.**
  - **Call-ups are on a rotating basis (when possible).**
  - **Coaches will have at least nine (9) players for each game.**
  - **A called up player CANNOT start a game over any player already on said team.**
  - **Called up players are subject to the minimum playing requirements. Two (2) innings defensively.**
  - **No called up player may pitch or catch. They must play outfield and bat last.**
  - **If you call the VP for a player, he must play even if your regular player shows up before the start of your game.**

**\*\*\* THESE RULES ARE TO BE FOLLOWED BY ALL TEAMS. NO COACH SHALL HAVE THE RIGHT TO ALTER OR MODIFY ANY OF THESE RULES. THE UMPIRES WILL BE ASKED TO STOP THE GAME IF ANY RULE IS BEING VIOLATED. THE OFFICIAL LITTLE LEAGUE RULES APP SHOULD BE ON THE COACH'S PHONE/TABLET.**