



# **Lincoln Youth Baseball Little League Local Rules for Games**

**2026**

The following game rules are excerpted from the Lincoln Youth Baseball Little League Local Rules that govern the league's procedures and operations.

# GAMES OPERATIONS

## GAME ATMOSPHERE

LYB encourages positive cheering and encouragement by players and coaches directed at their own team. Teams shall refrain from intentional chatter and artificial noise with the intent to distract a pitcher or batter from the time the pitcher is set through the delivery of the pitch. A warning shall be issued to a manager that encourages such behavior. After a second warning, the umpire may eject the manager, coach and/or player from the game.

## REPORTING OF INJURIES

The manager of any player who is injured during a game or practice and who requires medical attention, or is removed from playing, or misses one or more games must submit an injury report to the Safety Officer, copying the Player Agent, before the next scheduled game. Parents/guardians must also be notified immediately of any injuries that occur at practices or during any game.

Any player requiring medical attention for an injury whether or not related to baseball or obtained in connection with Little League®, must submit written permission from a physician to the Safety Officer before returning to play.

In compliance with its [Safety Plan](#), LYB provides coaches and umpires with training on concussion and head injury and sudden cardiac arrest prevention. Coach gear bags have first aid kits and ice packs.

## SCOREKEEPING

In Majors and AAA, an official scorekeeper must be designated by each team, who shall keep score in **GameChanger**. A team may also keep a paper scorebook but the official score shall be in GameChanger to ensure transparency. In AA, the score is very loosely kept, mostly only used to determine if the 5-run max per inning has been met. No score is kept in Tee Ball or Coach Pitch Baseball.

In Majors and AAA, the official scorekeeper shall record pitch counts (in GameChanger) as in compliance with Regulation VI(e). A copy of the lineup sheet (either in writing or digitally) may be exchanged by the manager of each team and provided to the scorekeepers before each game. Managers/head coaches may change the lineup sheet at their discretion. Any issues should be addressed immediately if possible.

*Note: **Recording Scores & Pitch Counts:** Each team is responsible for entering scores and pitch counts the same day as the game occurs to the designated LYB spreadsheet. Pitch count information is critical to maintaining the health of players arms and monitoring manager/coach compliance with the applicable pitch count restrictions. Day of game entry is an essential aspect of this process, and it is essential that managers make sure this information is reported in a timely manner.*

# BASEBALL PLAYER PITCHERS

## PITCHING LIMITS

The goal is not only for players to build arm strength as the season progresses but also to encourage teams to rotate and develop as many pitchers regularly as possible.

League age 11 and 12 years: 85 pitches per day

League age 9 and 10 years: 75 pitches per day

League age 7 and 8 years: 50 pitches per day

If a pitcher reaches the limit as described above for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur:

- that batter reaches base
- that batter is put out
- the third out is made to complete the half-inning

## **REQUIRED REST**

Pitchers aged 12 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) full calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) full calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) full calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) full calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest must be observed.

*EXAMPLE: If you have a pitcher throwing >50 pitches on Wednesday they can not pitch on Saturday.*

The required rest rules are also subject to the same caveat about reaching the limit while facing a batter. For example, if a pitcher reaches 50 pitches while facing a batter, they may continue to pitch to that batter until the at-bat is over, and remain subject to the rest requirements for throwing 50 pitches.

Violation of the pitching rules can lead to game forfeits, even if discovered after the fact.

## **PITCHING & CATCHING**

If a catcher has caught earlier in the game for three (3) innings (catching any part of the third such inning constitutes three (3) full innings) and later comes in to pitch, he is limited to 40 pitches. If a player has pitched earlier in the game and was limited to 40 pitches, he is eligible to be a catcher for three (3) innings. Any player who has played the position of catcher in more than three innings in a game is not eligible to pitch. Any player who has pitched more than 40 pitches in a game is not eligible to play the catcher position. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.

## **RECORDING PITCHES**

LYB will mandate the use of GameChanger for scorekeeping and pitch counts for AA, AAA, and Majors. Both teams must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

See division rules for recording illegal pitches. If a batter is intentionally walked, four balls are recorded.

# **BASEBALL MAJORS RULES**

The Baseball Majors division of LYB is generally for players league age 10, 11 and 12 who have met all player evaluation eligibility requirements. All playing rules described in the Little League Official Rules and these Bylaws apply to the Majors Division unless otherwise amended below.

## **COMPLETE GAME**

### **Time limits**

A regulation game consists of a minimum of 4 innings and maximum of 6 innings. No new inning will begin after 1 hour and 45 minutes, with a two hour hard stop. When the hard stop has been reached, the official score is recorded as the score at the end of the last completed inning.

On a Friday, Saturday, or Sunday, if both teams and the umpire agree to continue play past 2 hours, the hard stop may be extended to two hours and thirty minutes. At that time, if the inning is not finished, the score reverts to the score at the end of the last completed inning. If the umpire does not agree to continue play past two hours, the coaches may agree to finish the inning as a scrimmage, while observing the extended hard stop time of two hours and thirty minutes.

If a game is called by the umpire (e.g., for time, darkness, weather etc.), it shall count as a regulation game if four innings have been played. If a game is called by an umpire before four innings have been played, it shall resume exactly where it left off when it can be rescheduled.

### **Game Rescheduling**

The decision whether or not to reschedule games called before they are complete rests with the *Majors Managers/Head Coaches*. Factors considered will include field availability, the number of games needing to be rescheduled across the league, league standings, and the number of games required for All Stars eligibility. While every effort will be made to find an available date, it is possible that not all Majors games scheduled at the start of the season will be played.

Resumed games shall pick up exactly where they were halted (with the same line-ups, pitch count, etc) with the rules applying to the game as if it were played continuously. Notwithstanding the foregoing, the pitch count and rest rules are applied based on the status of the pitcher at the time of the resumed portion of the game and the same pitcher resumes pitching.

### **No tie games**

A tie game goes into extra innings until the tie is broken. Tie games called because of time, darkness, weather or other reasons are to be continued as soon as feasible and before playoffs begin.

### **Mercy Rule**

There will be a mercy rule that applies if one team is ahead by 10 runs after four innings. After which, play can be extended up to six (6) complete innings at the sole discretion of the losing manager and be considered a scrimmage. Pitching rules remain in effect. Umpires shall remain on duty. The intention of this rule is to assure that Mandatory Play requirements are achieved for all players. New pitchers are encouraged during “extended play.”

### **Suspensions**

As soon as the plate meeting concludes, the head umpire becomes the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension.

## **ATTENDANCE/FORFEITS**

### **Unable to Field a Team**

A Majors team with less than nine (9) players and one official manager/coach present at the designated starting time for a game must forfeit. Borrowing players from the opponent is not allowed.

When a “call up” system is in place, if a team finds out just before game time that they do not have nine (9) players to play (up to 30 minutes prior), they should notify the **Player Agent** immediately to try and produce a Pool Player. If one is not found, the game will result in a forfeit and for the benefit of those that arrived, an unofficial game will be played amongst the remaining players.

### **Temporary Call Ups/Pool Players**

To avoid forfeits, a Majors Player Pool will be created and maintained by the **Player Agent**. This pool can be made up of skill capable and age-eligible AAA players who are willing to fill in as players for majors teams that are short players. Majors Pool Players will be subject to the mandatory playing rules and shall not be permitted to pitch.

A Manager may request from the Player Agent pool player(s) for a game when he/she has reason to believe

that he/she will be down to 10 or fewer regular rostered players available to play for a game.

The Player Agent will be the only point of contact with a prospective pool player. Pool players will wear their own team's regular uniform.

### **Forfeit**

The forfeited game will count as a loss. In the event both teams are unable to field nine (9) players, both teams will be charged a loss.

## **MANDATORY PLAY**

### **Defense**

All Majors players present at the start of the game must play a minimum three (3) complete defensive innings or nine (9) outs. If the visiting team could have complied with this rule had it played defense in the bottom of the 6th inning (i.e., the home team won the game before it batted in the 6th inning), the visiting team will not be considered to have violated this rule. The three (3) defensive inning or nine (9) out requirement is reduced by the number of full or partial innings of defense a late arriving or early leaving player missed.

The manager or coach shall inform the Player Agent of any player who fails to play a minimum of three (3) innings for any reason (including injury/illness or disciplinary). Such notification shall be made prior to the next scheduled game for that team.

### **Exceptions**

A player may not be required to play three (3) full innings in the following cases: injury/illness or disciplinary reasons. Should either occur, the Player Agent must be notified immediately.

### **Offense/Continuous Batting Order**

All players must bat throughout the game (continuous batting order required).

## **MAJORS PRE-GAME WARM-UP**

Forty-five (45) minutes before the first pitch the teams share the use of the outfield grass. Every attempt should be made to split the allotted time equally between the teams.

Twenty-five (25) minutes before the first pitch the home team takes infield practice while the visiting team uses the outfield margins (along the foul lines).

Fifteen (15) minutes before the first pitch the visiting team takes infield practice and the home team uses the outfield margins (along the foul lines).

Five (5) minutes before 1st pitch, the home plate meeting between coaches and umpires takes place. Each team manager shall select a player team captain for that game who shall be brought out to participate in the plate meeting.

*Note: The goal is to make sure the visiting team has a proper warm-up time and is not dependent upon the home team in order to do so. Any time lost due to the infield not being prepared eats into the home team time.*

## **PLAYING RULES**

### **Adults on the Field**

No one except eligible players in uniform, manager and not more than two coaches shall occupy the bench or dugout. Only two base coaches are allowed on the field when their team is batting. All other managers/coaches should remain in the dugout. Managers/coaches must not warm up a pitcher at home plate or in the bull pen or elsewhere at any time. And that, while warming up in the bullpen, no adult, even a coach, is permitted to serve as the safety or backup for the session. The manager should appoint an unused player for this purpose. Consistent with updated Little League Rules, LYB permits a coach to assist by catching a pitcher warming up either in the bullpen or on the mound. As soon as the catcher is in his/her

gear, the catcher shall take over.

### **Players During Warm-Up and On-deck**

Any player at home plate during warm ups while a coach is hitting must have a catching helmet on during this time. This is for the safety of the player and not open to interpretation.

There is no on-deck position allowed. The only player allowed to swing a bat during a game is the batter. Other players cannot practice swinging anywhere else on or off the field during the game.

### **Slash Bunting Prohibited**

If a batter indicates he will be bunting at the time before the pitcher delivers the pitch, he must either complete the bunt attempt or withdraw the bat for a no swing. He cannot attempt a full swing after any physical indication of his intent to bunt. If the batter does attempt a swing, the pitch is a called strike, the ball shall be called dead, and a warning shall be issued to the batter and his manager. Bases cannot be stolen. The batter will be called out for any repeat violations.

### **Sliding**

A runner will be considered out if they slide head-first to advance a base. Head first sliding is only allowed going back to a base.

### **Uncaught third strike**

In the Majors division, a third strike that is not caught by the catcher is not an out until the batter is put out at first base. The exception to this rule is if first base is occupied with less than two outs.

### **Infield Fly Rule**

The infield fly rule is in effect in the Majors division.

### **No Courtesy Runner**

LYB does not permit courtesy runners for pitchers and catchers in the Majors Division.

## **PLAYOFFS**

Majors playoffs will consist of a tournament immediately following the completion of the regular season. All regular season rules above apply during playoffs unless specifically noted below.

### **Playoff Seeding**

At the start of the season, the Board will set the tournament dates and process for determining tournament seeding, based on the number of teams. The Board may elect to follow a process that places teams based on regular season standings, a randomized order, or another process established at the start of the season.

If the Board elects to follow a randomized seeding, the draw should be conducted at a time and place where all coaches may observe the draw. If the Board elects to follow a process that accounts for regular season standings, it may consider the following priority set:

1. The total number of points accrued based on won/loss decisions during regular-season (1 points for each win, 0.5 point for each tie, and 0 points for each loss);
2. Superior record in head-to-head competition (for teams with equal point totals);
3. Fewest runs scored against in head-to-head competition (for teams with equal point totals tied in head-to-head decisions);
4. Fewest runs scored against during all regular-season play (for teams with equal point totals and tied in both head-to-head decisions and runs scored against in head-to-head competition);
5. a coin flip (for any unresolved ties).

### **Home/Visitor Designation**

With the exception of the championship game(s), the team with the higher original tournament seeding shall be designated as the home team. For the championship game(s), the team coming from the winners bracket shall be designated the home team for the first such game. The team coming from the losers bracket shall be designated the home team for the second such game (if any). The home team shall occupy the third

base dugout.

### **Playoff Roster Requirements**

#### ***12-player roster required, 11-player minimum per game***

During playoffs, there will be a strict 12-player roster requirement. Each team **MUST HAVE** 12-players healthy and available for the full playoff schedule. If a team does not meet that requirement, the manager must let the Player Agent know immediately so he/she can assign a AAA player to complete the team.

To allow for one-off, last-minute conflicts or sickness, each team must have at least 11 players participate in each playoff game. Any players short of 11 in a team's batting order will result in an out being assigned each time that spot comes up to bat. To clarify, if you only have 9 players, each batting cycle, your team will automatically have 2 outs for the 10th and 11th spot in the order.

#### ***Exception***

The 12-player rule is designed to ensure competitive balance throughout the playoff tournament. As such, there is an exception for teams who lose the players picked with their first- or second-round draft picks from the Part A draft, or their first-round pick from the Part B draft, due to injury. If any of those players are unable to play due to injury, the team in question does not need to replace them on the roster for the playoffs. If a team loses one such player due to injury, they must field an 11-player team or be assigned outs each time through the order as noted above. There is no exception for players not picked in the top 2 rounds of the A draft or the first round of the B draft. If a team loses any other player due to injury then that player must be replaced, either permanently or on a game-by-game basis, by a AAA substitute.

#### ***“Late Shows” and “Early Departures”***

The roster must be set at the start of the game, and the same roster must also complete the game. If a player is not present at FIRST PITCH, they cannot play. Specifically, if the team has a 12-player roster but one player leaves early, the spot in the order will record an out if the player is not present to bat. This does not apply to any injuries that occur during the pregame or game. In case of an injury, that spot in the order is skipped with no out recorded.

## **10 BASEBALL AAA (MINORS) RULES**

The AAA division of LYB is generally for players league age 8, 9, and 10 who have met all player evaluation eligibility requirements. All playing rules described in the Little League Official Rules and these Bylaws apply to the AAA Division unless otherwise amended below.

### **COMPLETE GAME**

#### **Time limits**

A regulation game consists of a minimum of 4 innings and maximum of 6 innings. No new inning will begin after 1 hour and 45 minutes, with a two hour hard stop. When the hard stop has been reached, the official score is recorded as the score at the end of the last completed inning. On a Friday, Saturday, or Sunday, if both teams and the umpire agree to continue play past 2 hours, the hard stop may be extended to two hours and thirty minutes. At that time, if the inning is not finished, the score reverts to the score at the end of the last completed inning. If the umpire does not agree to continue play past two hours, the coaches may agree to finish the inning as a scrimmage, while observing the extended hard stop time of two hours and thirty minutes.

If a game is called by the umpire (e.g., for time, darkness, weather etc.), it shall count as a regulation game if four innings have been played. If a game is called by an umpire before four innings have been played, it shall resume exactly where it left off when it can be rescheduled.

#### **Game Rescheduling**

The decision whether or not to reschedule games called before they are complete rests with the AAA Managers/Head Coaches. Factors considered will include field availability, the number of games needing

to be rescheduled across the league, league standings, and the number of games required for All Stars eligibility. It is possible that not all AAA games scheduled at the start of the season will be played.

Resumed games shall pick up exactly where they were halted (with the same line-ups, pitch count, etc) with the rules applying to the game as if it were played continuously. Notwithstanding the foregoing, the pitch count and rest rules are applied based on the status of the pitcher at the time of the resumed portion of the game.

### **Tie games allowed**

Tie games are permitted during AAA regular season play but not during playoffs (see below).

### **Mercy Rule**

There will be a mercy rule that applies if one team is ahead by 10 runs after four innings. After which, play can be extended up to six (6) complete innings at the sole discretion of the losing manager and be considered a scrimmage. Pitching rules remain in effect. Umpires shall remain on duty. The intention of this rule is to assure that Mandatory Play requirements are achieved for all players. New pitchers are encouraged during “extended play.”

See also “5-run Rule” described below.

### **Suspensions**

As soon as the plate meeting concludes, the head umpire becomes the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension.

## **ATTENDANCE/FORFEITS**

### **Unable to Field a Team**

An AAA team with less than nine (9) players and one official manager/coach present at the designated starting time for a game must forfeit. Borrowing players from the opponent is not allowed.

When a “call up” system is in place, if a team finds out just before game time that they do not have nine (9) players to play (up to 30 minutes prior), they should notify the Player Agent immediately to try and produce a Pool Player. If one is not found, the game will result in a forfeit and for the benefit of those that arrived, an unofficial game will be played amongst the remaining players.

### **Temporary Call Ups/Pool Players**

To avoid forfeits, a AAA Player Pool will be created and maintained by the Player Agent. This pool can be made up of age-eligible AA players who are willing to fill in as players for AAA teams that are short players. Pool players will be subject to the mandatory play rules set out below and shall not be permitted to pitch.

A Manager may request from the Player Agent pool player(s) for a game when he/she has reason to believe that he/she will be down to 10 or fewer regular rostered players available to play for a game.

The Player Agent will be the only point of contact with a prospective pool player. Pool players will wear their own team’s regular uniform.

### **Forfeit**

The forfeited game will count as a loss. In the event both teams are unable to field nine (9) players, both teams will be charged a loss.

## **MANDATORY PLAY- MODIFICATION OF REGULATION IV(I)**

### **Defense**

All players present at the start of the game must play a minimum of three (3) complete defensive full innings if their team plays five (5) innings and four (4) complete defensive innings if their team plays six (6) innings. Further, at least one full inning must be played in the infield by the end of the 4th inning and at least two

full innings must be played in the infield if 6 full innings are played. If the visiting team could have complied with this rule had it played defense in the bottom of the 4th/5th/6th inning (i.e. the home team won the game before it batted in the final inning), the visiting team will not be considered to have violated this rule. The three (3)/four (4) defensive inning requirement is reduced by the number of full or partial innings of defense a late arriving or early leaving player missed. The inning in the infield requirement is not reduced.

The manager or coach shall inform the Player Agent of any player who fails to play a minimum of three (3) or four (4) innings as described above for any reason. Such notification shall be made prior to the next scheduled game for that team.

As provided in Regulation IV(i) Note 3, if a half-inning ends because of the imposition of the "Five-Run Rule" described below and a player on the defense has played for the entire half-inning, that player will be considered to have participated for three consecutive outs for the purposes of the mandatory play rule. However, if the player has not played on defense for the entire inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively.

### **Exceptions**

A player may not be required to play three (3) full innings in the following cases: injury or illness; disciplinary reasons. Should either occur, the Player Agent must be notified immediately.

### **Offense/Continuous Batting Order**

All players must bat throughout the game (continuous batting order required).

### **AAA PRE-GAME WARM-UP**

Forty-five (45) minutes before the first pitch the teams share the use of the outfield grass. Every attempt should be made to split the allotted time equally between the teams.

Twenty-five (25) minutes before the first pitch the home team takes infield practice while the visiting team uses the outfield margins (along the foul lines).

Fifteen (15) minutes before the first pitch the visiting team takes infield practice and the home team uses the outfield margins (along the foul lines).

Five (5) minutes before 1st pitch, the home plate meeting between coaches and umpires takes place. Each team manager shall select a player team captain for that game who shall be brought out to participate in the plate meeting.

*Note: The goal is to make sure the visiting team has a proper warm-up time and is not dependent upon the home team in order to do so. Any time lost due to the infield not being prepared eats into the home team time. Fall Ball may have slightly different timing for warm-ups as the games tend to be scheduled closer together.*

## **PLAYING RULES**

### **Adults on the Field**

No one except eligible players in uniform, manager and not more than two coaches shall occupy the bench or dugout. Only two base coaches are allowed on the field when their team is batting. All other managers/coaches should remain in the dugout. Managers/coaches must not warm up a pitcher at home plate or in the bullpen or elsewhere at any time. And that, while warming up in the bullpen, no adult, even a coach, is permitted to serve as the safety or backup for the session. The manager should appoint an unused player for this purpose. Consistent with updated Little League Rules, LYB permits a coach to assist by catching a pitcher warming up either in the bullpen or on the mound. As soon as the catcher is in his/her gear, the catcher shall take over.

### **Players During Warm-Up and On-deck**

Any player at home plate during warm ups while a coach is hitting must have a catching helmet on during this time. This is for the safety of the player and not open to interpretation.

There is no on-deck position allowed. The only player allowed to swing a bat during a game is the batter. Other players cannot practice swinging anywhere else on or off the field during the game.

### **Slash Bunting Prohibited**

If a batter indicates he will be bunting at the time before the pitcher delivers the pitch, he must either complete the bunt attempt or withdraw the bat for a no swing. He cannot attempt a full swing after any physical indication of his intent to bunt. If the batter does attempt a swing, the pitch is a called strike, the ball shall be called dead, and a warning shall be issued to the batter and his manager. Bases cannot be stolen. The batter hereafter, shall be called out for any repeat violations.

### **Sliding**

A runner will be considered out if they slide head-first to advance a base. Head first sliding is only allowed going back to a base.

### **“Dropped” third strike**

In the AAA Division, a third strike, whether dropped or not, is an out; however, the ball remains live for runners already on base.

### **Five-Run Rule**

An inning is three (3) outs, or five (5) runs, whichever happens first. There is no five (5) run limit in the last inning of the game.

### **Illegal Pitch**

LYB does not enforce calling an illegal pitch (balk) a ball at the AAA level.

### **Infield Fly Rule**

There is no Infield Fly rule in AAA or lower divisions.

### **No Courtesy Runner**

LYB does not permit courtesy runners for pitchers and catchers in the AAA Division.

### **PLAYOFFS**

The AAA Division shall hold a play-off tournament following the same rules as Majors outlined above with the following exception:

- AAA mandatory play rules outlined above will apply.

## **BASEBALL AA (MINORS) RULES**

The Baseball AA division of LYB is generally for players league age 7, 8, and 9. AA is an instructional division with the emphasis on the continued development of hitting, defensive fielding skills and situational awareness.

AA is the first division where scores will be kept. However it is important to note that competition is a secondary goal to the primary goals of instruction, skill development, player improvement, enjoyment of the game and sportsmanship. To that end, regular season game scores will be reported, but only to LYB if requested by the BOD.

All playing rules described in the Little League Official Rules and these Bylaws apply to the AA Division unless otherwise amended below.

### **COMPLETE GAME**

#### **Time Limit**

The maximum number of innings is six (6). During the regular season, no new inning shall start after one hour and 15 minutes have elapsed following the game's actual starting time. The start time will be agreed to by the managers at the plate meeting. An inning starts the moment that the third out is made completing

the preceding inning. All innings played will be complete innings (top and bottom). If the home team is winning after the top half of the last inning, the bottom half of the inning will still be played in order to provide additional offensive and defensive opportunities for the players. Games reaching this maximum time limit shall be considered regulation games even if less than four innings are played.

If a game is called (e.g., for darkness, weather etc.) prior to the 90 minute time limit, it shall count as a regulation game if four innings have been played. If a game is called before four innings have been played and before the time limit has been reached, it shall resume exactly where it left off if and when and if it can be rescheduled.

### **Game Rescheduling**

The decision whether or not to reschedule games called before they are complete rests with the AA Head Coaches. It is possible that not all AA games scheduled at the start of the season will be played.

Resumed games shall pick up exactly where they were halted (with the same line-ups, pitch count, etc) with the rules applying to the game as if it were played continuously.

### **Tie games allowed - Modification**

If six (6) innings have been completed prior to the 75 minute time limit and the game is tied, extra innings may be played. However, if the game is tied and the 75 minute limit has been reached, the game will end in a tie. Tie games are permitted during AA regular season play but not during playoffs.

### **Mercy Rule**

The mercy rule is NOT in effect in AA. The intention of this rule is to assure that Mandatory Play requirements are achieved for all players.

See also "5-run Rule" described below.

### **Suspensions**

The head coaches must agree as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension.

### **AA MINIMUM PLAYERS**

Each team must have a minimum of eight (8) players and one official manager/coach present at the start of the game. There is flexibility on this minimum during the regular season (players can be borrowed from other teams, etc.) in order to enable maximum play in all situations.

### **MANDATORY PLAY**

#### **Defense**

All players present at the start of the game must play an equal amount of time.

#### **Exceptions**

A player may not be required to play equal innings in the following cases: injury or illness; disciplinary reasons. Should either occur, the Player Agent must be notified immediately.

#### **Offense/Continuous Batting Order**

All players must bat throughout the game (continuous batting order required).

### **AA PRE-GAME FIELD SET-UP & WARM-UPS**

#### **Field Set-Up**

In addition to normal field set-up, for AA the following also needs to occur pre-game:

- Chalk a small four (4) foot line halfway between 1st and 2nd, 2nd and 3rd and 3rd and home. This

is the "Commit Line."

- Chalk an 8-10 foot circle around the center of the pitching mound. The defensive pitcher must stand in this circle until the ball is batted.

### **Warm-Ups**

Each team should be at the field at least 30 minutes before the scheduled start time in order to have sufficient time for warm-ups and field prep (45 minutes is ideal). The home team will occupy the third-base dugout.

## **PLAYING RULES**

### **Adults on the Field**

No one except eligible players in uniform, a manager and not more than three (3) coaches shall occupy the bench or dugout. A maximum of three (3) coaches are allowed on the field when their team is batting; a first base coach, a third base coach and a coach to run the pitching machine. All other managers/coaches should remain in the dugout.

### **Players During Warm-Up and On-deck**

Any player at home plate during warm ups while a coach is hitting must have a catching helmet on during this time. This is for the safety of the player and not open to interpretation.

There is no on-deck position allowed. The only player allowed to swing a bat during a game is the batter. Other players cannot practice swinging anywhere else on or off the field during the game.

### **Five-Run Rule**

An inning is three (3) outs, or five (5) runs, whichever happens first. This rule applies to every half-inning, including the last inning.

## **Offense**

### ***The Batter***

Bat the roster. There are no walks. The coach will pitch after three balls. A batter is out on the SOONER OF three (3) missed swings or if the ball is not put in play within eight (8) pitches (exception being a foul ball on the 8th pitch, upon which the batter stays alive).

There are no called strikes.

A batted ball that hits the pitching coach is a dead ball/no pitch and will be replayed.

### ***Stealing Bases***

There is no stealing bases. The ball is dead on the return throw from catcher to pitcher after a pitch. There is no advancing on wild pitches or passed balls since there is no pitcher. There are no leads.

### ***No Bunting***

Bunting is not permitted in the AA Division. However, there is no minimum requirement for the distance a ball must travel following contact from a full swing.

## **Defense**

- 9 or 10 players can be on defense at a given time – 1 catcher, 1 pitcher, 3-4 outfielders (equally spaced and actually playing outfield vs a 5th infielder), and 4 infielders.
- Defensively the team in the field must put a "pitcher" next to, or behind, the pitching coach and the "pitcher" has one foot inside the pitcher circle until the pitched ball has crossed home plate.
- The play/live ball stops when the ball is returned to the defensive pitcher with both feet inside the 10-foot pitching circle and he/she has control of the ball or when play is otherwise stopped (such as a dead-ball situation). Once play is stopped for any reason it cannot be restarted by the defense to attempt additional outs.
- If a runner is more than half way between the bases (past the Commit Line) the runner is awarded the base he is going to. If not, the runner goes back to the prior base. The "Commit line" will be drawn between the bases with field paint or chalk prior to each game to denote the halfway point.

- Overthrows resulting in “dead balls” will result in baserunners taking 1 additional base.
- Defensive team is free to make plays on the runners but once the ball reaches the defensive pitcher inside the circle (except on a ball initially hit to the defensive pitcher), play is dead no matter what. So, if you want to make a play on the runner, don't throw the ball to the defensive pitcher inside the circle.
- The goal of AA is to teach kids baseball. Therefore, the onus is on the coaches to teach kids to try to make outs in the field (i.e. attempt to make the play at first base) before simply throwing the ball back to the pitcher. Returning the ball to the pitcher is a mechanism to stop the multiple errant plays that can lead to excessive scoring by the offense. It is the responsibility of coaches to teach the players how to make the “baseball play” first and then return the ball to the pitcher.

### **Sliding**

A baserunner must attempt to avoid contact with a fielder on ALL plays. Failure to do so will result in the player being called out. The fielder's coach has the final say as to whether the runner made sufficient effort to avoid a collision. When in doubt, players should SLIDE. However, a runner will be considered out if they slide head-first to advance a base. Head first sliding is only allowed going back to a base.

### **Infield Fly Rule**

There is no Infield Fly Rule in the AA Division.

### **Courtesy Runner**

A courtesy runner may be substituted for a catcher with two (2) outs so the catcher will be ready to resume his duties as soon as the side is retired. The courtesy runner shall be the player who made the second out in the inning if the manager decides to use him/her.

## **TEAM CONDUCT**

### **Post Game**

Players, managers, and coaches from each team will meet at home plate after each game to shake hands.

Managers shall notify the AA Commissioner of any problems related to players or parents.

Players shall participate in making sure the dugouts, fields and bleachers are free of all trash, and belongings following the game.

## **PLAYOFFS**

The AA Division shall not hold a single elimination play-off tournament at the completion of the regular season.

# **BASEBALL A (MINORS) RULES**

The A Ball division of LYB is generally for players league age 6 and 7 who have completed one year of tee ball. A Ball is an instructional division with the emphasis on the continued development of hitting, defensive fielding skills and general game basics. The competitive aspects of the game are minimized, winning and losing will not be emphasized and each child shall have a positive experience during their first years of baseball. Therefore, scores will not be kept and random positioning of players in the batting order and, within the limits of safety, liberal movement of players to different field positions is encouraged. Reminder that these are very young players just beginning to learn a very complicated game.

## **GAME LENGTH**

Typically teams practice for 30 minutes prior to the start of the game. Teams should try to play three (3) complete innings. However, no new inning should start after one hour of play. A new inning starts immediately after the last out of the prior inning. An inning will be over when the last batter in the lineup has hit or the defensive team has earned three (3) outs.

Due to field capacity issues, LYB is not obligated to reschedule games for A Ball.

*Lincoln Youth Baseball Little League Local Rules for Games (2026)*

## **PLAYER PARTICIPATION**

### **Offense**

All players bat each inning even if three outs are made. Each batter or runner that is out should return to their bench.

### **Defense**

Ten (10) players are permitted to play defensive positions. If ten (10) players are used, four of the fielders must be outfielders positioned in fair territory. A pitcher's helper must be within 6 feet of the adult pitcher when the pitch is made for safety.

Managers/coaches should equalize playing time in the infield and outfield for all players throughout the season. Players shall be given the opportunity to play a variety of positions.

## **HOW THE GAME IS PLAYED**

### **Coach Role**

A manager/coach will pitch to the batter. It is the coach's discretion whether they pitch underhand or overhand. Two coaches are allowed in the outfield. Coaches will also handle all umpiring from their respective positions on the field during play.

Defensive coaches are permitted to be on the field in fair territory for instructional purposes. Coaches are not permitted to touch a live ball, but only to instruct players. If a ball accidentally touches a coach, the ball shall remain a live ball. If a coach purposely touches a ball, the ball shall be dead and the runners shall be allowed to take the base they were attempting to make and shall then be allowed to take one additional base.

### **An At-Bat**

Weeks 1-2: Each batter will receive a maximum of eight (8) pitches, even if some of them are bad throws from a coach. After eight pitches, if the player still has not hit the ball, he/she shall hit off of a tee. No exceptions. There are no walks and no strikeouts.

Weeks 3-End: Each batter will receive a maximum of eight (8) pitches, even if some of them are bad throws from a coach. The batter is out after three strikes or eighth pitch from coach. There are no walks. Batter cannot strikeout on a foul ball.

### **Baserunning**

If a game is being played on a non-baseball field, the base distance should be set up as close to 45 feet as possible.

A baserunner may only advance as many bases as the batter earns from his hit. For example:

- A runner on second base may only advance to third (one base) on a single by the batter;
- A runner on first base may only advance to third (two bases) on a double by the batter; or
- A runner on first base may only advance to second (one base) on a single by the batter.

All runners must stay on base until the batter hits the ball. When a defensive player overthrows the ball, the base runners are allowed to take one extra base.

There is to be no leadoff or stealing by the base runners. An advance to the next base can only take place when the ball is hit into fair territory.

### **Defensive Plays**

Defensive plays should be rewarded by calling outs. Congratulate the batter or base runner on their effort, but explain that they are out. This will accomplish several goals: teaching the game of baseball, encouraging effort when running the bases, giving the players a goal to achieve, and rewarding a good play. Being on base should be something earned.

## **TEAM CONDUCT**

Players, managers, and coaches from each team will meet at home plate after each game to shake hands.

Managers shall notify the Coach Pitch Commissioner of any problems related to players, or parents.

Players shall participate in making sure the dugouts, fields and bleachers are free of all trash, and belongings following the game.

## **SAFETY**

Players must wear batting helmets when batting and running the bases. Catchers must wear a mask, throat protector, shin guards and chest protector.

Batters throwing the bat are automatically out. This rule is administered by the coaches

On deck batters must remain in the dugout. No on deck circle is permitted and there must be no practice swings.

Coaches should bring an empty bucket to each game and set it up near home plate. All players shall place their bats into the bucket before the game. Only the player who is at-bat is permitted to have a bat in their hands during the game.

# **TEE BALL RULES**

T-Ball is offered to first time players who are at least 5 years old and in either Pre-K or Kindergarten. T-ball is coed, with the emphasis on having fun. Teams are formed by schools and teammate requests are honored. T-ball starts right after spring break and runs through the end of school. T-ball is one practice and one game per week. Teams will play a 9 week season with about 8 games against other Lincoln teams. No games will be played Memorial Day weekend.

Games are on Saturdays. Practice day and time are set by each Coach.

## **GAME LENGTH**

Typically players practice for 30 minutes prior to the start of the game. Teams should try to play three (3) complete innings. However, no new inning should start after one hour of play. A new inning starts immediately after the last out of the prior inning.

Due to field capacity issues, LYB is not obligated to reschedule games for Tee Ball.

## **PLAYER PARTICIPATION**

### **Offense**

All players bat each inning. No out should be accounted for. A batter that is out should remain on base or continue their base running.

### **Defense**

There will be only five (5) infield players (1B, 2B, 3B, SS and Pitcher). There is no Catcher position. The rest of the roster should be positioned in the outfield. No players are to be left sitting on the bench. Outfielders are not allowed in the infield.

Managers/coaches should equalize playing time in the infield and outfield for all players throughout the season. Players shall be given the opportunity to play a variety of positions.

*Note: The Pitcher position tends to get the most "action." Coaches are encouraged to rotate this position every inning and game to give every player equal opportunities.*

## **HOW THE GAME IS PLAYED**

### **Ball**

The Tee Ball Division will be using a “soft tee ball” during practice and games. The use of hard balls is prohibited for this age group.

### **Coach Role**

Coaches of the defensive (fielding) team will handle all umpiring from their positions on the field during play. Coaches of the offensive (batting) team will work with their team’s batters as necessary to instruct players and will attempt to maintain a consistent pace of play.

Up to three coaches are allowed in the field during play to provide instruction and guidance to players. If a ball accidentally touches a coach, the ball shall remain a live ball. If a coach intentionally touches a ball, the ball shall be dead and the runners shall be allowed to take the base they were attempting to reach and one additional base

### **An At-Bat**

Play will begin when coaches in the field tell the batting team’s coach that they are “ready.”

All batters must hit off of a tee. There shall be no pitching by players or coaches. This practice shall be in effect for the entire season.

A batted ball must cross the 10-foot arc around home plate to be a fair ball. The bat must come in contact with the ball to be considered fair.

There are no strikeouts, but at a coach’s discretion, a player may have a limited number of attempts (minimum of three) to swing the bat independently, after which a coach may assist a player in making contact with the ball.

### **Baserunning**

If a game is being played on a non-baseball field, the base distance should be set up as close to 45 feet as possible.

Players may only advance one base at a time (singles only). At discretion of coaches, an exceptional hit may allow runners to advance a maximum of two bases. The last batter of the inning will run all the bases (home run), clearing the base paths for the next team to bat.

All runners must stay on base until the batter hits the ball. Runners never advance on fielding or throwing errors. There is to be no leadoff or stealing by the base runners. An advance to the next base can only take place when the ball is hit into fair territory.

### **Defensive Plays**

Defensive plays should be rewarded by calling outs. Congratulate the batter or baserunner on their effort, but explain that they are out. This will accomplish several goals: teaching the game of baseball, encouraging effort when running the bases, giving the players a goal to achieve, and rewarding a good play.

### **Team Conduct**

Players, managers, and coaches from each team will meet at home plate after each game to shake hands.

Managers shall notify the Tee Ball Commissioner of any problems related to players, or parents.

Players shall participate in making sure the dugouts, fields and bleachers are free of all trash, and belongings following the game.

## **SAFETY**

Players must wear batting helmets when batting and running the bases.

Batters throwing the bat are automatically out. This rule is administered by the coaches.

On deck batters must remain in the dugout. No on deck circle is permitted and there must be no practice swings.

Coaches should bring an empty bucket to each game and set it up near home plate. All players shall place their bats into the bucket before the game. Only the player who is at-bat is permitted to have a bat in their hands during the game.