Lamar Little League Ground Rules
Fall 2026

All competition is to be conducted under official Little League rules. Varsity division and under, refer to the Minor League Official Regulations and Playing Rules. The following are Lamar Little League local rules. They are intended only as additions to the official Little League rules.

Field 2, Field 4, Batting Cages, and Turf Area Rules: Umpires will eject players and coaches for any violation below. Like all other ejections, this includes suspension from the player/coaches next scheduled game and requirement to volunteer umpire a game.

1. ***No metal spikes. Turf shoes, molded cleats, and tennis shoes are allowed.***
2. ***No sunflower seeds or any other shelled nuts anywhere near the turf areas, dugouts included.***
3. ***No chewing gum anywhere near the areas, dugouts included.***
4. ***No colored drinks on the turf as they can stain it (gatorade, etc).***
5. ***No chewing tobacco.***

1. Game Start Times / Limits:

- All games must start on time. The length of the game is determined from the scheduled starting time. If a prior game concludes one minute before the next scheduled start time, the managers must have their teams take the field immediately and start on time. The instance in which the scheduled start time will be waived is when a prior game encroaches on the scheduled start of a following game. In that case, time limits will begin 5 minutes from the end of the prior game.
- A game may be forfeited by the umpire-in-chief of the game in progress to the opposing team when a team employs tactics designed to delay or shorten the game.
- All games will be a maximum of (6) six innings in length. To help speed up play, the umpires, managers, and coaches should allow no more than 60 seconds between innings or sides retired.
- If the game is called (weather, curfew, etc.) before it is “official” (four complete or 3-½ innings if the home team is ahead), the game will be stopped and resumed later in its entirety. Any suspended games must be rescheduled with the approval of the Division VP.

Time Limits

- **Majors**- No inning may start after one hour fifty minutes of play.
- **Varsity-** No inning may start after one hour forty-five minutes of play.
- **Minors-** No inning may start after one hour thirty-five minutes of play.
- **CP AAA & CP AA-** No inning may start after one hour thirty minutes of play.
- **CP A-** No inning may start after one hour fifteen minutes of play.

2. Run Limit / Mercy Rules:

Majors/Varsity	**Run Limit:** No run limit per inning. **Mercy Rule:** ● 15 runs after 3 innings (2 ½ if the home team is ahead). ● 10 runs after 4 innings (3 ½ if the home team is ahead). ● 8 runs after 5 innings (4 ½ if the home team is ahead).
Minors/ **CP AAA/CP AA**	**Run Limit:** A team may score a maximum of seven (7) runs per inning. **Mercy Rule:** ● 15 runs after 3 innings (2 ½ if the home team is ahead). ● 10 runs after 4 innings (3 ½ if the home team is ahead). ● 8 runs after 5 innings (4 ½ if the home team is ahead).
CP A	**Run Limit:** A team may score a maximum of five (5) runs per inning. NO MERCY RULE OBSERVED.

3. Youth Pitching Rules:

Daily Limits (by Little League Age)- Midseason changes will be directed by the division VP.

- **8 year olds**- 50 pitches in a single day
- **9-year-olds**- 50 pitches in a single day regardless of division
- **10-year-olds-** 60 pitches in a single day regardless of division
- **11 and 12-year olds-** 85 pitches in a single day regardless of division

Days of Rest

- 1-20 pitches= 0 days of rest
- 21-35 pitches= 1 day of rest
- 36-50 pitches= 2 days of rest
- 51-65 pitches= 3 days of rest
- 66-85 pitches= 4 days of rest

A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to the last batter. The pitcher may not start a new batter once the limit imposed in Little League Baseball Regulation VI(c) has been met.

All pitch counts and scores must be reported on Lamar Little League's website by 10:00 AM on the day following the game.

Days of Rest Exceptions

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 any one of the following conditions occurs:

1. The batter reaches base
2. The batter is put out
3. The third out is made to complete the half-inning
4. The pitcher is removed from the mound prior to the batter completing his/her at-bat.

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat provided the pitcher is removed before delivering a single pitch to another batter.

Pitch LImits and Catcher Eligibility

If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to plan the position of catcher for the remainder of that day, until any one of the following conditions occurs:

1. That batter reaches base
2. That batter is retired
3. The third out is made to complete the half inning or the game
4. The pitcher is removed from the mound prior to the batter completing his/her at-bat.

The pitcher would be allowed to play the catcher position if that pitcher is moved, removed or the game is completed before delivering a pitch to another batter. **If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.**

Catcher Limits and Pitching Eligibility

Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count, only when the ball is live will the pitches count toward innings caught.

Coaches are permitted to warm up pitchers before games and between innings.

4. Game Procedure:

- All players on the roster will bat in a continuous order.
- A player who arrives after the start of the game will be inserted at the bottom of the batting order.
- With two outs, a courtesy runner for catcher and pitcher (Coach pitch can only run for the catcher) of record may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense and a

courtesy runner is used for a player, the player that was run for must assume the catching/pitching position for the next inning. This scenario only applies in the first inning for the visiting team.

- Time outs are limited to one offensive and defensive time out per inning with no more per game than specified in the official rules.
- The infield fly rule is in effect for all kid positions.
- The uncaught third strike rule is in effect for the Majors division only, provided first base is unoccupied, or when first base is occupied with two outs.
- As in all levels of Little League, a base runner cannot lead off a base. A base runner may not leave the base until the ball is hit or passes over the plate.
- A team may play with no less than eight players. Any team that starts a game with eight players or ends up with eight players due to injury or player(s) having to leave the field early shall be charged an out when the 9th spot in the batting order comes up.
- In the event of a player being removed from the game due to injury or sickness, their batting position will not be considered an out unless the team has dropped below 9 players.Their batting position will be skipped, and the next batter shall bat.
- Base coaches will consist of two adults or one adult and one player or two players. No defensive coaches will be allowed on the field. They must remain in the dugout. No on-deck batters are allowed per official Little League rules.
    - *EXCEPTION*- Coach Pitch A may have ***one*** coach in the outfield, but they ***must remain behind the outfielders*** and not interfere with the play.
- Noise makers, bells, whistles, obnoxious music, etc. are not permitted. Walk up songs are allowed, but the song must be clean, played at a reasonable volume, and turned off when the batter steps into the batter's box.

Minimum Play Rule

- **Minors, Varsity, Majors:** All players present must participate in a minimum of 6 defensive outs in a full 6 inning game.
- **Coach Pitch A, AA, AA:** All players must play the infield (C, P, 1B, 2B, 3B or SS) a minimum of 2 innings in a full 6 inning game played. No maximum limits. Every child must play the infield (C, P, 1B, 2B, 3B or SS) a minimum of 1 inning per game no later than the 3rd inning, unless there is a specific safety issue pre-approved by the Division VP before the 1st game of the season.

Pick-Up Players

- If less than nine (9) players are available for a scheduled game, a team may pick up players from the next lower age division *(Only in the Fall may teams pick up players for the same age division).*
- Pick-up players must bat last in the batting order and may only play in the infield one (1) inning in the first three (3) innings and twice in a complete six (6) inning game. The pick-up player should not start the game in the infield, nor play the position of pitcher.
- Coach pitch teams may pick up enough players to field a team of 10 players and kid pitch teams may pick up enough players to field a team of 9 players.

Rules for Coach Pitch Divisions Only

- No Gentleman's agreements are to be made.
- Bunting is not allowed.
- Stealing is not allowed.
- The infield fly rule is not observed.
- Coach pitchers must pitch with one foot on the rubber. Coach Pitch A will pitch from the 35' rubber, Coach Pitch AA and AAA will pitch from the 4' rubber.
- A coach pitcher is prohibited from coaching while in the pitching position either physically or verbally. One warning will be allowed. Two violations will result in immediate removal from the mount (**Coach Pitch AA and Coach Pitch AAA only).**
- Each batter is allowed six pitches or three strikes. If a batter hits a foul ball on the sixth pitch, he/she can continue batting until they either fail to contact the ball or put that ball in play. **(Coach Pitch A is allowed 6 pitches, no strike limit).**
- A fair batted ball hitting a coach is declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If, in the umpire's judgement, a coach pitcher intentionally contacts the batted ball, the batter is out, and no runner can advance.
- Pitchers must be positioned behind the coach pitching and no further than 5 feet from the rubber. If a pitcher charges in front of the coach before the ball reaches the plate, it shall be ruled a dead ball.
- A team may utilize 4 outfielders. Outfielders must remain behind the 30ft stripe until the ball is pitched. No unassisted play can be made by an outfielder on a force play, the ball must be thrown to a base.
- If a team plays with only 9 players, all primary positions must be fielded. A team may not choose to play four outfielders and leave an infield position open.
- It is recommended that the team on defense place a coach at the backstop to help return passed balls to the pitching coach. This coach is prohibited from coaching while in this position, and his/her sole purpose is to help keep up the pace of play. If in the process of a live play, a ball contacts this coach, the play shall be called dead and base runners will be awarded the next base.

Advancing Runners- Umpires call time after every play and declare the ball dead. Time should be called as soon as all three of the following occur.

1. The lead runner stops attempting to advance.
2. The ball is in the possession of an infield player inside the base paths.
3. No defensive play is imminent.

Time does not have to be called by the defense for the purpose of this rule. The pitcher is not required to have control of the ball for the play to be stopped.

Coach Pitch AAA-

No overthrow limit. All three conditions above must be me.

Coach Pitch AA-
Runners will be allowed to advance one base on an overthrow. There are no overthrows per play. A runner cannot advance from 3rd to home on an overthrow, nor can he/she score from second base on a "clean" throw and catch to any base. A runner on second base can only score on a ball hit to the outfield.

Coach Pitch A-
The play is considered dead or over when a ball hit to the outfield is returned to the infield. Once the ball breaks the plane of the base path, it is considered in the infield **OR** a ball fielded in the infield, once the pitcher has control of the ball **OR** the lead runner has stopped at a base. All runners that reached a halfway mark will be allowed to advance to the next base if that base is empty. If the ball is live and a play is made on a runner who has reached the halfway mark, the runner is at risk of being put out. Runners may not advance on an overthrow.

5. Manager and Fan Conduct

- Any manager or coach guilty of swearing at any umpire or otherwise using inappropriate language before, during or after a game will result in automatic ejection and a suspension from the team's next game. The second such offense will result in a three-game suspension. If it happens a third time, that manager is indefinitely banned from managing or coaching at Lamar Little League ever again. The umpire is always deserving of respect, and his decision is always final.
- Any sort of physical altercation or inappropriate contact between two participants, be they managers, coaches, spectators, players or anyone else, before, during or after a game, will result in an automatic two game suspension. The penalty for a second such offense is an indefinite ban from participating in future baseball activities at Lamar Little League.
- All participants are always required to immediately follow the instructions of any board member who is present.
- Smoking or tobacco use is not allowed in the park.
- Alcohol is not allowed in the park and is enforced by the Richmond Police Department.
- Managers are responsible for the conduct of their players, coaches and fans. If a manager is asked to address fan conduct by the umpire and is unable to control the situation, he/she may be ejected from the game.
- Any ejection will require the coach or manager to be a volunteer umpire for one (1) game before they are allowed to return to the field as a coach. This is in addition to rule 4.07 in the Little League rulebook which requires a one game suspension.

6. Volunteers

All managers, coaches, volunteers, and/or hired workers, who have repetitive access to or contact with the players must complete all of the following prior to the applicant assuming his/her duties:

1) **Submit a Little League Volunteer Application**
2) **Complete the USA Baseball Abuse Awareness for Adults Certification Course**
3) **Submit a Background Check**

This includes any youth volunteers assisting with the dugout or pitching for a coach pitch team. Youth volunteers will not have a background check.

Once adult volunteers complete their background check and safety awareness certification, ID badges will be provided to teams based on the number of coaches allowed in the field of play (3 for kid pitch, 4 for coach pitch) plus one for your team mom. Additional or replacement badges can be purchased for $25 per badge.

ID badges must be worn while on the field, in the dugout, or in batting cages with your team. This includes both practices and games. Sharing of a badge will be cause for immediate removal of manager and/or coaching positions for the remainder of the season.

Managers are responsible for preventing unauthorized volunteers from assisting or entering the above noted locations with players.

If any unapproved or unverified volunteers are found to be assisting in the dugout or on the field, the Manager will be ejected.

7. Game Scoring and Reporting

Home Team is responsible for the official book.

Coach Pitch AA and Above- all teams are required to utilize the GameChanger app as the official scorebook.

- *Do not* create your team independently. Lamar Little League will create all teams and share the information with each manager.
- After the game, both team managers should review scores and pitch counts (if applicable). Both managers must report their scores and pitching results (if applicable) into Lamar Little League's website **no later than 10:00 AM the following day**.
- For Lamar Little League purposes, GameChanger is for scoring and pitch counts only. Scoring errors will be at the managers discretion. There is no way to ensure consistency or accuracy when determining errors across all teams, therefore this is not intended to be used and should not be used in player evaluations for post-season play (Spring).
- It is recommended that each half inning managers and the visiting team keeping GameChanger should verify score and pitch counts with the official scorekeeper (Home Team) to ensure accuracy. Any discrepancies should be addressed and corrected prior to resuming play. Once a game is completed, the home team's GameChanger will be considered **FINAL** as the official scorebook and will be used in the event of an appeal.
- It is recommended that teams make their team's stats only visible to the player and their family. These settings can be configured on GameChanger.

Coach Pitch A

- Teams are encouraged to set up GameChanger for their team to help with keeping score.
- Scores do not need to be entered into the Lamar Little League website as there is no post season play or team rankings.
- If you are creating a team, please use the following naming convention for uniformity:
    - When creating a team, select Richmond, TX as the city and Fall 2026 season.
    - Team Name LLL Division (ex. Royals LLL CPA).
- It is recommended that teams make their team's stats only visible to the player and their family. These settings can be configured on GameChanger.

Visitor Team is responsible for the scoreboard.

- Instructions to operate the scoreboards are posted on the backstop on each field. Links to the scoreboards are also found on the LLL website under Fan Cams & Scoreboards.
- Any smartphone with internet access can operate the scoreboard on your field through a web-based interface and a four digit pin displayed on your scoreboard.

8. In Case of Rain

- Rain-out games will be rescheduled by the League Vice President and communicated through Division VP's. Alternatively, you can check the LLL Facebook page for timely updates.
- A lightning detection system has been installed to maintain consistent safety measures in the event of lightning in the area. When the red light is illuminated, all players are to be removed from the field and should seek safe shelter according to our safety plan.
    - Players may return to the field of play once the red light has gone out and the green light is illuminated.
    - The countdown timer can be found on the Lamar Little League Website in the "Weather Station" section.

9. End of Season Tie Breakers

1. Head to Head (not considered in a three-way tie)
2. Runs Allowed
3. Runs Scored
4. Coin Flip