Local League Rules
2027
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RULES & GUIDELINES FOR EVERY DIVISION

GENERAL:

1. All managers, coaches, parents or volunteers may download a copy of the Little League Rule book also known as the "Green Book" here: https://www.littleleague.org/playing-rules/little-league-rulebook-app/ . The rules listed in the following pages are our Local Rules that must be followed in addition to the rules of the Green Book.

2. Managers, Coaches, Players, Parents, and Spectators will be responsible for following the Little League Code of Conduct and the Lincoln Little League Code of Conduct. Any Manager or Coach found in violation of the Code of Conduct will be disciplined according to Lincoln Little League's Local Policies.

3. All Managers, Parents, and Coaches are responsible for ensuring good sportsmanship at all times on and off the field during all practices and games.

4. No food or drinks of any kind will be allowed on the field. There is to be no food, including sunflower seeds in the dugouts. Only water and sports drinks are permitted in the dugouts. No glass containers are permitted.

5. All teams (players, coaches and parents) are responsible for removing all garbage from their practice or game area.

6. Coaches must have a folder with all players printed and completed medical release forms with them at all times. They must be at every game and practice or that player may not participate in the practice or game. These forms are on your SportsConnect account for each player.

7. The respective Player Agent (PA) oversees all player issues as defined in the local policies. If you lose a player, it is then the manager's responsibility to contact the PA and/or the division coordinator within 2-days of losing said player.

8. A continuous batting order will be used from inning to inning.

FIELD MAINTENANCE:

1. The Home team will be on the 3rd base side and the Visiting Team will be on the 1st base side.

2. Both the home and visiting team managers are responsible for pre-game field preparation including: dragging, raking, watering all dirt areas and chalking the field. Both teams are also responsible for grooming the field at the conclusion of the game.

GAMES: SAFETY

1. All offensive players except the batter must remain fully inside the dugout during play. For games at Larry Costa Field, only coaches are allowed in the uncovered portion of the dugout. The dugout gate must remain closed during play; kids must remain in the dugout unless on defense. No one is allowed in front or outside of the dugout during game play.

2. All players on the offensive team will wear a helmet when they are out of the dugout for any reason.

3. The Managers/Coaches must ensure catchers wear ALL protective gear, especially the cup. Only Little League approved equipment may be used. All catchers must wear the appropriate catchers' gear including: helmet with throat guard, LL approved chest protector, shin guards, catcher's glove, and cup protection. **No Exceptions.**

4. NO player or Coach is allowed behind the backstop.

GAMES: UMPIRES

- ***Volunteer Umpires:*** The Manager of the fielding team will select one representative (e.g., Manager, Coach, or Parent) to call balls and strikes from behind the mound if no official umpire is present. The Volunteer Umpire is the final call on safe/out calls on the bases.

- ***Junior Umpires:*** Junior Umpires are usually players in the 12–16-year-old age range. They must have certification training on basic skills and positioning. They are to be treated with respect and good conduct throughout the season. Manager/Coach ejections by a Junior Umpire will be handled more critically than older divisions. Minor Division baseball is instructional and the Junior Umpires should also be allowed the opportunity to learn.

- **Little League Rule 9.03 (d)** - If no adult umpire is available for a game, and non-adult umpires are used exclusively for that game, the local Little League must assign an adult as Game Coordinator, or the game cannot be played. The Game Coordinator must not be a manager or coach of either team in the game, and cannot be assigned as Game Coordinator for more than one game at a time.

T-BALL DIVISION GUIDELINES

ALL OFFICIAL LITTLE LEAGUE RULES APPLY IN ADDITION TO THE FOLLOWING LOCAL GROUND RULES:

While T-Ball has no minimum play rules, LLL instructs Managers to include all available players in each game.

GAMES: RULES/PROCEDURES

1. Base paths will be 45 feet in length

2. No score is kept, no strikeouts.

3. Managers/Coaches will serve as the umpire. When the home team is in the field for defense, that manager/coach will be the umpire. When the visiting team is in the field for defense, that manager/coach will be the umpire.

4. Only the manager and three (3) adult coaches may be in the dugout during games. A maximum of four (4) defensive coaches may be on the field (one as the pitcher and the others anywhere else on the field. One adult coach/volunteer must remain in the dugout at all times. All managers and coaches must have a current season league-approved application, livescan, and background check on file with the league to participate in any games and all practices.

5. All games will end after a maximum of 1 hour or whenever the home team bats last. These games are typically 3 inning games, but may be shorter depending on the time limit.

6. Tee will be placed in front of home plate, not on the plate.

7. This is t-ball and beginning in week 7 coach pitch from a knee at 15 feet is optional. All players **MUST HIT OFF THE TEE** at all times in the first 6 weeks of the season.

8. There will be a 3ft. on field area between home plate and a 3ft. range where balls will be considered in a "bunt zone". Players will be allowed to hit again if the ball is hit in this zone.

9. Allow batters multiple swings to get a hit. After five (5) swings let the player run to first base no matter where the ball is hit, including in the 3ft. perimeter "bunt zone" on the field. After week 7 if the manager chooses to implement coach pitch, the batter will be given three (3) pitches from the coach. If they do not get a hit, the tee is brought in for the remaining two (2) swings. The decision to implement coach pitch is at the discretion of each manager and must be selected at the beginning of the game. Both teams do not

need to make the same selection.

10. All players will bat every inning and all players will take a defensive position.

11. No more than 6 players shall occupy the infield. Each player will play at least one inning in the infield per game. Player “pitcher” must be near the mound. Only one (1) player may occupy the pitcher's position.

12. There shall be no penalty if a player bats out of order. That player shall not have another turn at bat, but shall resume the normal position next time up.

13. Base runner must be in contact with the base until the ball is hit..

14. Runners may only advance one base at a time except for the last “homerun” batter.

FARM DIVISION GUIDELINES

ALL OFFICIAL LITTLE LEAGUE RULES APPLY IN ADDITION TO THE FOLLOWING LOCAL GROUND RULES:

While Farm has no minimum play rules, LLL instructs Managers to include all available players in each game.

GAMES: RULES/PROCEDURES

1. 50-foot base paths, 9 fielders defensively.

2. Low impact (T ball or Level 5) baseballs must be used in Farm division games (managers agree on balls used before games).

3. The coach will pitch from a distance of 35'. Defensive player "pitcher" must stand to the left or right of the coach pitcher, NOT in front.

4. All games will end after a maximum of six (6) innings, sunset, or 1 hour and 30 minutes; whichever is reached first, no exceptions.

5. Managers/Coaches will serve as the umpire. When the home team is in the field for defense, that manager/coach will be the umpire. When the visiting team is in the field for defense, that manager/coach will be the umpire.

6. Only the manager and three (3) adult coaches may be in the dugout during games. Two Defensive coaches may be on the field (one as the pitcher and the other anywhere else on the field). Once an adult coach/volunteer must remain in the dugout at all times. All managers and coaches must have a current season league-approved application, livescan, and background check on file with the league to participate in any games and all practices.

7. Four (4) pitches or one (1) hit per batter. If a player does not put the ball in play after the 4th pitch, a tee will be brought out for the player to use. There are a maximum of 2 swings off the tee. If the ball is not put in play after the 2 swings, no out is recorded and the player returns to the dugout.

8. "**Dead Ball"** if the ball hits the coach, the play is dead and the batter is awarded a single and each base runner moves up one base. No ball shall be fielded after coming in contact with the coach.

9. A complete inning is either three defensive outs or once each offensive player completes an "at bat."

10. Substitutions are to be freely allowed by all managers. All players must play a minimum of 2 defensive innings (or 6 outs), at least 3 outs of which must be at an infield position. The innings/outs may be non-sequential.

11. There is **no stealing** allowed.

12. Base runner must be in contact with the base until the ball is hit or the runner will be sent back.

13. If a ball is hit to the outfield, runners must stop advancing the moment the ball is picked up.

14. When an overthrow occurs, at any base, the ball will be a dead ball and no runner shall be awarded more than one base.

15. When a player is out, he/she must return to the bench.

MINOR: SINGLE A DIVISION GUIDELINES

ALL OFFICIAL LITTLE LEAGUE RULES APPLY IN ADDITION TO THE FOLLOWING LOCAL GROUND RULES:

GAMES: RULES/PROCEDURES

1. 50-foot base paths, 9 fielders defensively.

2. Low impact (Level 5) baseballs must be used in Single A division games.

3. Managers/Coaches will serve as the umpire. When the home team is in the field for defense, that manager/coach will be the umpire. When the visiting team is in the field for defense, that manager/coach will be the umpire.

4. Only the manager and three (3) adult coaches may be in the dugout during games. Two Defensive coaches may be on the field (one as the pitcher and the other anywhere else on the field). Once an adult coach/volunteer must remain in the dugout at all times. All managers and coaches must have a current season league-approved application, livescan, and background check on file with the league to participate in any games and all practices.

5. All games will end after a maximum of six (6) innings, sunset, or 1 hour and 30 minutes; whichever is reached first, no exceptions

6. Coaches must pitch overhand from 40ft. This is a coach pitch division and at **no point shall any players pitch.**

7. **NO STEALING**.

8. Inning End – Three (3) defensive outs or nine (9) batters completes that inning. An offensive team will complete their "at bat" if they bat through their nine (9) players prior to the defensive team achieving three (3) defensive outs.

9. Five (5) Run Rule - The inning will end after a team scores its 5th run, despite not having all nine (9) batters hit. No official scorebook will be kept, but managers/coaches must keep track of runs to adhere to the five (5) run rule, marking an end of the inning.

10. Substitutions are to be freely allowed by all managers. All players must play a minimum of two (2) defensive innings (or 6 outs). Players must play at least three (3) outs at an infield position. The innings/outs may be non-sequential.

11. Each batter will be given six (6) pitches or one hit per batter. If a player fouls off his/her 6th pitch an additional one (1) pitch will be given. If the player does not get a hit on that last pitch, they return to the dugout with no out being recorded (even if the ball is fouled

off again).

12. Outs are only made from the balls put in play; there will be no outs recorded if a player does not put the ball in play. They just return to the dugout after their six (6) pitches.

13. If a ball is hit to the outfield, runners must stop advancing the moment the ball is picked up, and a throw of any kind is attempted.

14. No advancing to any base on an overthrow.

15. There must be a defensive player in the pitcher position when a coach is pitching and must be to either the left or right of the coach pitcher, NOT IN FRONT.

16. There will be NO WALKS. Managers/Coaches encourage kids to swing the bat to try to get a hit.

17. Base runner must be in contact with the base until the ball is hit or the runner will be sent back.

18. When a player is out, he/she must return to the bench.

MINOR AA DIVISION GUIDELINES

ALL OFFICIAL LITTLE LEAGUE RULES APPLY IN ADDITION TO THE FOLLOWING LOCAL GROUND RULES:

GAMES: SAFETY

1. No one is allowed in front or outside of the dugout during game play. **This includes coaches, buckets, equipment etc.**

2. **BATTING PRACTICE**: There will be **no batting practice** from the mound prior to games. Wiffle ball hitting in the outfield is allowed.

3. **SLIDING:** All players must attempt to slide when necessary. Head first slides are only allowed when returning to a bag. A runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag (subject to umpire discretion).

4. There is no on deck circle.

5. **Only the manager and three adult coaches** who have a current and accepted coaching application are allowed in the dugout during a game. One adult coach/volunteer must remain in the dugout at all times. All managers and coaches must have a current season league-approved application, livescan, and background check on file with the league to participate in any games and all practices.

GAMES: RULES/PROCEDURES

1. **SCOREKEEPER**: Home team will provide a Scorekeeper and will utilize the GameChanger application. The visiting team will provide a Pitch Count keeper, who will record count on an official pitch count affidavit. Each team manager is responsible to verify scoring accuracy and should sign the official book following the game.

2. 60-foot base paths, 9 fielders defensively.

3. All games will end after a maximum of six (6) innings, sunset, or end of time limit. Whichever is reached first, no exceptions.
    a. The official start time is per the schedule, not when the umpire starts the game. If time expires during an at bat, the batter will complete the at bat before the umpire ends the game.
    b. No new inning will be started after 1 hour and 45 minutes past the scheduled start time.

4. The Managers/Coaches will serve as pitchers and umpires when needed. The offensive Manager will call balls and strikes from behind the pitcher's mound. **For TOC's junior**

umpires will be provided for the games.

5. In AA the manager or coach is allowed to help warm-up the pitcher between innings. For TOC's no managers or coaches will be on the field during the games, except during timeouts, warm-ups, or being base coaches.

6. Only (1) offensive timeout per inning per team. Timeouts are limited to one (1) minute.

7. Three defensive outs or nine batters completes that inning.
    a. An offensive team will complete their "at bat" if they bat through their 9 players prior to the defensive team achieving 3 defensive outs or 5 runs scored.
    b. 5 run rule is in effect – inning will end after team scores its 5th run

8. Substitutions are to be freely allowed by all managers. All players must play a minimum of 2 defensive innings (6 outs or if the 5 run rule has occurred). The innings/outs may be non-sequential.

9. Indirect stealing is allowed as per Little League rules.
    a. Stealing may only occur when the ball hits the backstop.
    b. Only one base can be taken per attempt.
    c. There is no stealing of home.

10. No advancing to any base on an overthrow.

11. **If a ball is hit to the outfield, the runner(s) must stop advancing once the INFIELDER has possession of the ball in the INFIELD.**

12. No bunting.

GAMES: PITCHING

1. **Coaches are required to keep their own pitching log to ensure pitcher eligibility and be able to present it upon request by LLL board member, umpire, or opposing coach.**

2. If the pitcher hits the count in the middle of the batter, they may finish the batter.
    a. Rest days would still apply as to Little League Regulations for age.
    b. Violations for the rule could be subject to coach suspension or player ineligibility.

3. All pitchers may pitch **no more than two (2) innings in a game.**

4. Player's league age 7 or 8 may pitch a maximum of 50 pitches per day.

5. Player's league age 9 or 10 may pitch a maximum of 75 pitches per day.

6. Little League pitch count limits and rest days per age are located here: https://www.littleleague.org/playing-rules/pitch-count/#baseball .

7. 40' pitching distance from home plate for all ages.
    a. If a pitcher hits 3 batters within the same game, they are to be removed from the pitcher position for the rest of the game then must follow the pitching rest requirements below.

8. If a player is hit by a pitch they remain at bat and the coach takes over for three (3) additional pitches. This rule applies during weeks 1-8 only. Beginning in week 9 the batter will take their base.

9. Coaches must pitch overhand from 40'
    a. A defensive player pitcher must stand close to the coach to either the left or right of the coach pitcher, NOT in front.
    b. If a coach pitcher hits the batter, the batter is offered another pitch up to the 3-pitch limit.
    c. No base will be awarded for a coach or player hitting a batter.
    d. **If the batter fouls the 3rd pitch, they may receive another pitch. They can continue their "at bat" as long as they are continuing to foul the ball. There will NOT be another pitch given for a "bad" pitch.**

10. For weeks 1-8, There will be no walks.

11. After four (4) balls the play is dead,
    a. no stealing allowed on the fourth (4^{th}) ball,
    b. a coach from the offensive team will pitch up to three (3) additional pitches. Coach comes in to finish the strike count. e.g. If the batter already has 2 strikes from the player pitcher the coach is only delivering 1 pitch,
    c. no stealing is allowed during coach pitch.

12. Beginning in week 9 there will be no more coach pitch.
    a. After four (4) balls the batter is awarded first base, if the batter is hit by a pitch they are awarded first base.
    b. no stealing allowed on the fourth (4^{th}) ball,

13. Per Regulation VI, Note 1: Under no circumstances shall a player pitch in (3) consecutive days.
    a. Note 2: A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter.

LLL AA Local Playoff Rules

1. There will be a blind draw for seeding the teams for playoffs.
2. Playoffs will be a single elimination tourney.
3. 5 pitches of warm-up time between innings.
4. There will not be any coach pitch in the TOC tournament.
5. Only (1) offensive timeout per inning per team. Timeouts are limited to one (1) minute.
6. A courtesy runner (last batted out) will be allowed for the pitcher or catcher to speed up play.
7. **The home team will be responsible for keeping the official scorebook.**
8. **The visiting team will be responsible for keeping the pitch count on a pitching affidavit.**
9. At the end of each game both managers will sign the affidavit and the winning manager will bring the affidavit to the next game or hand it to a Board Member on duty.
10. If a team is short players (less than 8 players) for a game, then that team forfeits the game. A team may play with 8 players if needed.
11. Any inappropriate behavior or yelling at the umpire by anyone will result in manager removal from TOC tournament and/ or possible forfeiting of game(s).
12. Four innings need to be completed to be considered a completed game or if the home team is winning after the visiting team finishes its fourth inning at bat. This is the only reason a game will be extended past the 1 hour and 45-minute time limit.

MINOR AAA DIVISION GUIDELINES

ALL OFFICIAL LITTLE LEAGUE RULES APPLY IN ADDITION TO THE FOLLOWING LOCAL GROUND RULES:

ASSESSMENT/TRY-OUTS:

1. All players must attend the annual spring tryout in order to be drafted on to a AAA division team. Players unable to attend assessments will be drafted via blind draw.

2. All AAA managers will be in attendance as will several other board members.

3. Players will be assessed on fielding, hitting, and speed.

DRAFT:

1. Draft order is determined by lottery and the draft will follow a serpentine selection process.

2. There is a MAXIMUM of twelve (12) players per team.

FIELD MAINTENANCE:

1. **LAST GAME OF THE NIGHT**: Both team Managers, Coaches and Parents are responsible for helping put away the bases and all equipment (i.e.: rakes, Chalker, drag) and help clean out respective dugouts and bleacher areas. Both team Managers check and lock the batting cages, check and lock the field area, and turn off the scoreboard and field lights.

GAMES: SAFETY

1. **BATTING PRACTICE**: There will be **no batting practice** from the mound prior to games. Wiffle ball hitting in the outfield is allowed.

2. **SLIDING:** All players must attempt to slide when necessary. Head first slides are only allowed when returning to a bag. A runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag (subject to umpire discretion).

3. There is no on deck circle.

4. **Only the manager and two adult coaches** who have a current and accepted coaching application are allowed in the dugout during a game (first and third base coach and one dugout coach). One adult coach/volunteer must remain in the dugout at all times. All managers and coaches must have a current season league-approved application, livescan, and background check on file with the league to participate in any games and all practices.

GAMES: RULES/PROCEDURES

1. **SCOREKEEPER**: Home team will provide a Scorekeeper and will utilize the GameChanger application. The visiting team will provide a Pitch Count keeper, who will record count on an official pitch count affidavit. Each team manager is responsible to verify scoring accuracy and should sign the official book following the game.

2. **LINEUPS:** Managers and umpires to review line-ups 15 minutes prior to official game time.

3. **PREGAME EQUIPMENT INSPECTION:** Umpires are not required to inspect equipment prior to the start of the game. The manager of each team is responsible for ensuring that all equipment is legal and proper for play according to Little League rules. PENALTY: If illegal equipment is used during the game, the manager of the team will be ejected from the game and the player who used the illegal equipment will also be ejected from the game. Both the manager and the player who used the illegal equipment will be suspended for their team's next physically played game and may not be in attendance at the game site. This includes pregame and postgame activities.

4. **UNIFORMS:** All Players must be in the uniform shirt and hat provided by the League. All undershirt sleeves worn by team members must be in a uniform solid color (other than white). All players must wear an athletic cup for safety.

5. **Batting:** All players on the offensive team will wear a helmet when they are out of the dugout for any reason. The only Player allowed to hold a bat is the player currently at bat.

6. Bats must remain untouched while in the dugout.

7. **Batting Order:** Per Little League Rule 4.04, Lincoln Little League has chosen to use a continuous batting order in the Minor AAA Division. Late players may be added to the end or bottom of the lineup.

8. **Courtesy Runner:** LLL allows a "courtesy runner" for the catcher and/or pitcher of record when there are two (2) outs. The "courtesy runner" may be in the team's batting order and must be the player in the batting order who made the last out. See 7.14(b)

9. **Base Stealing:** Runners may steal any base, including home but may not lead off or leave the base until the pitched ball crosses the plate.

10. **Playing Time:** All players must play a minimum of two (2) innings and have one at-bat per game. Any violation of the substitution rule will result in a warning. A second violation will result in the manager being suspended for the next scheduled game.

11. **Inning Duration Five Run Rule:** If a side scores five (5) runs the ½ inning is over. Additional runs can be scored only on an homerun. Therefore, the maximum number of runs that can be scored in a half inning is eight (8).

12. **Game Duration:** All games will end after a maximum of six (6) innings, and no new inning will be started after 1-hr 45-min from official **start time,** whichever is reached first. Once an inning is started, the inning must be finished. No game will be played in unsafe (i.e., dark, wet, or time limit) conditions. The official **start time** is per the game schedule, or called by an umpire after first pitch in a prior game delayed start. If time expires during an at bat, the batter will complete the at bat before the umpire ends the game.

13. **Game Duration Ten-Run Rule:** Per Little League Rule 4.10 (e), Lincoln Little League has chosen to use the ten (10) run rule in the Minor AAA Division after the completion of four (4) innings.

14. **Dropped Third Strike Rule:** The dropped third strike rule does not apply in the Minor AAA division.

GAMES: PITCHING

1. **Pitcher/Fielder Warm-up:** Per Little League Rule 3.09, Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time, including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm up in the bullpen.

2. An opposing Manager may not dispute a pitch count during an at-bat or during active play. The pitch limits apply to all situations including makeup games and any innings replayed due to protest. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age	Pitches
11-12	85 pitches per day
9-10	75 pitches per day
7-8	50 pitches per day

3. 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. That batter reaches base;
   2. That batter is put out;
   3. The third out is made to complete the half-inning.

4. Little League pitch count limits and rest days per age are located here: https://www.littleleague.org/playing-rules/pitch-count/#baseball .

5. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. If a catcher catches 4 innings or more, they cannot pitch in that game.

6. **Batter/ Player Protection:** If a player pitcher hits multiple batters (within the same game), they may be removed from the pitcher position for the rest of the game and follow the pitching rest requirements above. This is left to the umpire's discretion.

7. **Distances/ Measurements/ Specifics:** 46' pitching distance from back point of home plate, official Little League balls must be used, 60' base paths, 9 fielders defensively, and no one behind the backstop or catcher in all AAA division games.

END OF SEASON: TIE BREAKERS

1. In the event of a tie between teams, the following priorities will serve as a tiebreaker:
    a. Head-to-head record
    b. Head-to-head run differential
    c. Coin toss

MAJOR DIVISION GUIDELINES

ALL OFFICIAL LITTLE LEAGUE RULES APPLY IN ADDITION TO THE FOLLOWING LOCAL GROUND RULES:

ASSESSMENT/TRY-OUTS:

1. All players must attend the annual spring tryout in order to be drafted on to a Majors division team unless they have already been drafted to a Majors team during a prior season.

2. All Majors managers will be in attendance as will several other board members.

3. Players will be assessed on fielding, hitting, and speed.

DRAFT:

1. LLL has adopted a "Franchise" model for the Majors division.

2. Players ranging from age 9–12-year-olds can be drafted.

3. There is a MAXIMUM of eight (8) players league age 12 per team.

4. There is a MAXIMUM of two (2) players league age 9 or 10 per team.

5. There is a MAXIMUM of twelve (12) players per team.

6. Only players who participate in the annual spring tryout are eligible to be drafted to the Majors division, unless approved by the board.

7. The last place team from the preceding season gets the first choice in every round of the draft, the next to last place team gets the second selection in every round, and the remaining teams select in the reverse order of standing. Example:
    a. First Round
        i. Fourth Place manager selects the first player.
        ii. Third place manager selects the second player.
        iii. Second place manager selects the third player.
        iv. First place manager selects the fourth player.
    b. Second Round
        i. Fourth Place manager selects the fifth player.
        ii. Third place manager selects the sixth player.
        iii. Second place manager selects the seventh player.
        iv. First place manager selects the eighth player.
    c. Process repeats until the rosters are completed.

8. **Trading:** Following the draft, managers may, if they desire, trade players until 14 days after the first scheduled game. ALL TRADES SHALL BE MADE THROUGH AND WITH THE APPROVAL OF THE PLAYER AGENT.

FIELD MAINTENANCE:

1. Both teams are responsible for checking the score shack and ensuring it is clear and locked prior to leaving after the game.

2. **LAST GAME OF THE NIGHT**: Both team Managers, Coaches and Parents are responsible for helping put away the bases and all equipment (i.e.: rakes, Chalker, drag) and help clean out respective dugouts and bleacher areas. Both team Managers check and lock the batting cages, check and lock the field area, and turn off the scoreboard and field lights.

3. **PRE-GAME:** All practices must end 35 minutes before the scheduled start of games. The practicing team Manager should help prepare the field for the game. Neither team shall practice on the game field's infield prior to games except for a 10-minute pre-game infield warm-up in foul territory outside first and third base(s).

GAMES: SAFETY

1. **BATTING CAGES/PRACTICE**: EVERY PLAYER must wear a helmet in the batting cages and when taking batting practice. Coaches MUST BE in the cages or cage area ensuring player safety at all times. There will be **no batting practice** from the mound prior to games. Wiffle ball hitting in the outfield is allowed.

2. **SLIDING:** All players must attempt to slide when necessary. Head first slides are only allowed when returning to a bag. A runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag (subject to umpire discretion).

3. There is no on deck circle.

4. **Only the manager and two adult coaches** who have a current and accepted coaching application are allowed in the dugout during a game (first and third base coach and one dugout coach). One adult coach/volunteer must remain in the dugout at all times. All managers and coaches must have a current season league-approved application, livescan, and background check on file with the league to participate in any games and all practices.

GAMES: RULES/PROCEDURES

1. **SCOREKEEPER**: Home team will provide a Scorekeeper who will utilize the GameChanger application. The visiting team will provide a Pitch Count keeper, who will record the pitch count on an official pitch count affidavit. Each team manager is responsible to verify scoring accuracy and should sign the official book following the game.

2. **LINEUPS:** Managers and umpires to review line-ups 15 minutes prior to official game time.

3. **PREGAME EQUIPMENT INSPECTION:** Umpires are not required to inspect equipment prior to the start of the game. The manager of each team is responsible for ensuring that all equipment is legal and proper for play according to Little League rules. PENALTY: If illegal equipment is used during the game, the manager of the team will be ejected from the game and the player who used the illegal equipment will also be ejected from the game. Both the manager and the player who used the illegal equipment will be suspended for their team's next physically played game and may not be in attendance at the game site. This includes pregame and postgame activities.

4. **UNIFORMS:** All players must wear their team shirt and hat. (No white long sleeve undergarments are allowed). All players must wear a cup.

5. **SUBSTITUTIONS:** Substitutions must enter the game no later than the ***top of the fourth inning.*** All players must play at least (6) defensive outs and have one (1) at bat per game. Any starter removed may be re-entered for another starter after his substitute has played six (6) defensive outs and batted one (1) time.

6. **Courtesy Runner:** LLL allows a "courtesy runner" for the catcher and/or pitcher of record when there are two (2) outs. The "courtesy runner" may be in the team's batting order and must be the player in the batting order who made the last out. See 7.14(b)

7. **TEN (10) RUN RULE**: Per Little League Rule 4.10 (e), Lincoln Little League has chosen to use the ten (10) run rule in the Major Division after the completion of four (4) innings.

8. **GAME DURATION:** No new inning will be started after 1-hr 45-min from official **start time.** Once an inning is started, the inning must be finished. No game will be played in unsafe (i.e., dark, wet, or time limit) conditions. The official **start time** is per the game schedule, or called by an umpire after first pitch if a prior game delayed start. If time expires during an at bat, the batter will complete the at bat before the umpire ends the game.
    a. **Per 4.10(c), four (4) innings must be completed to be a regulation game.**
    b. **Per 4.11(e), A regulation game that is tied after four or more completed**

innings and halted by the umpire, shall be resumed from the exact point that play was halted. The game shall continue in accordance with Rule 4.10(a) and 4.10(b).

c. **NO GAME SHALL END IN A TIE**

9. **LENGTH BETWEEN INNINGS:** Teams shall change positions as rapidly as possible at the end of each inning. Play should resume within 2 minutes after the last out of the previous half-inning. This includes the time of warm-up pitches.

GAMES: PITCHING

1. Pitchers (including replacements) are permitted to pitch not to exceed eight (8) preparatory pitches to the catcher or other teammate acting in the capacity of catcher. Such preparatory pitches shall not consume more than one (1) minute of time. The final decision on the amount of preparatory pitches will be at the discretion of the umpire. (8.03)

League Age	Pitches (per day)
11-12	85 pitches per day
9-10	75 pitches per day

2. 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. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.
3. Violations for the rule could be subject to coach suspension or player ineligibility.
4. Little League pitch count limits and rest days per age are located here: https://www.littleleague.org/playing-rules/pitch-count/#baseball .
5. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. If a catcher catches 4 innings or more, they cannot pitch in that game.

END OF SEASON: TIE BREAKERS

1. In the event of a tie between teams, the following priorities will serve as a tiebreaker:
   a. Head-to-head record
   b. Head-to-head run differential
   c. Coin toss

JUNIORS DIVISION GUIDELINES

ALL OFFICIAL LITTLE LEAGUE RULES APPLY IN ADDITION TO THE FOLLOWING LOCAL GROUND RULES:

1. **GAME DURATION:** No new inning will be started after 2 hours & 15min from official **start time.** Once an inning is started, the inning must be finished. No game will be played in unsafe (i.e., dark, wet, or time limit) conditions. The official **start time** is per the game schedule, or called by an umpire after first pitch if a prior game delayed start. If time expires during an at bat, the batter will complete the at bat before the umpire ends the game.

2. **RUN RULE:** Per Little League Rule 4.10 (e), Lincoln Little League has chosen to use the 15 run rule after the completion of 4 innings and the 10 run rule after the completion of 5 innings.

How to Drag/Prep & Chalk a Field

Steps to Drag/Prep

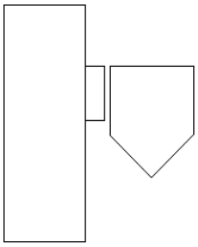
To do the job properly, you need 1-2 assistants and the following:

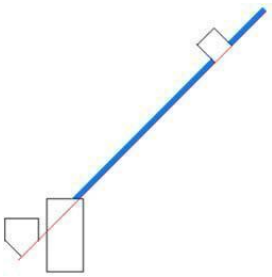
- Drag & Prep Tools
  - Screen Drag(s)
  - Rake(s)
  - Appropriate Breakaway Bases
- Remove all bases and debris from the infield and pitching mound areas.
- Screen drag the infield dirt, **staying at least three inches away from grass edge**. This prevents damage by contact and dirt from being packed into the sprinkler heads.
- Hand rake base path rounds and three-inch edges not dragged. **Always rake away from grass edges** to minimize build-up of ridges.
- Water down dirt areas only if time allows.
- Install bases and check anchoring for safety.
- Inspect the infield and grass area for glass and hazards.
- Close all exterior gates.

Steps to Chalk

To do the job properly, you need 1-2 assistants and the following:

- Chalking Tools
  - Chalker
  - String
  - Batter's Box Template
- Place the batter's box template flush against home plate, as shown right. Make sure the extended portion of the template is lined up with the front of the plate.
- With your finger or pointed object, trace the batter's box using the inside portion of the template. Do not trace the extending portion - it is only there for lining up the template.
- Remove the template and chalk over the trace lines.
- Flip the template over and repeat the previous steps for the other side of the plate.
- Put in the first and third base bags.
- Run a string from the pointed back end of home plate out past first base and all the way to the outfield grass. The string should line up against the bag on the foul line side.
- Using the string as a guide, start the chalk line on the front





border of the batter's box. Make sure the chalk line is to the inside of the string. Remember, the foul line is in fair territory. In the diagram shown on the right, the string is red, the chalk line is blue.

- Once you get the Chalker to the base, you can either pick it up to get over the bag, or you can remove the bag.
- Repeat for the other baseline.
- When the above steps are completed return all equipment to the proper storage area.

Failure to leave facility secured, equipment stored, sheds and knack boxes locked will be grounds for disciplinary action, up to and including suspension!