Lake Mary Little League
2026 Fall Local Rules

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General Rules

I. Division Alignment

Division	League Age
T-Ball	4 - 6 year olds
Minor League Coach Pitch – Single A	7 - 8 year olds
Minor League Coach/Player Pitch – Double A	7 - 9 year old
Minor League Baseball – Triple A	9 - 11 year olds
Major League Baseball	10 - 12 year olds
Intermediate League Baseball	11 - 13 year olds
Senior League Baseball	13 - 16 year olds
Rookies League Softball	6 – 8 year olds
Minor League Softball – Player/Coach Pitch	7 - 9 year olds
Minor League Softball – Player Pitch	8 – 10 year olds
Major League Softball	11 – 12 year olds
Junior League Softball	13 – 14 year olds

The player pool for Intermediate will consist of league age 13 year old players. A league age 11 or 12 year old player who scores a minimum of 15 points at tryouts may be used to fill Intermediate Division teams with the Board of Directors approval. League Age 11 or 12 players may be selected from the list maintained by Player Agent based on tryout score rankings of 15 or more to fill vacancies which occur during regular season.

A league age 11 or 12 year old may not be pulled up to the Intermediate Division without the Board of Directors approval. League age 10 players will not be allowed in the Intermediate Division.

The player pool for the Major League draft will consist of league age 10-12 year old players, excluding 11 and 12 year old players that were drafted to the Intermediate Division. All league age 12 players in the player pool must be drafted onto a Major Division team. A league age 9 or 10 year old player who scores a minimum of 15 points at tryouts may be used to fill baseball or softball Major Division teams with the Board of Directors approval. A League Age 9 player will be allowed to assess for the Majors division and must contact the Player Agent in writing to indicate a desire to assess for Majors upon registering for the AAA division. A League Age 9 player must have played for 2 prior seasons with Lake Mary Little League in the AAA division to be considered. The Player Agent will propose to the full Board of Directors who must approve a LA 9 player assessing at Majors level. Factors considered will include prior season experience, number of seasons played at the AAA level, and siblings who are also assessing in the Major division as presented by the Player Agent. League Age 9 or 10 players may be selected from list maintained by Player Agent based on tryout score rankings of 15 or more to fill vacancies which occur during regular season.

The player pool for the Minor “AAA” draft will consist of league age 9-11 year old players, excluding 10-11 year old players that were drafted to the Major Division. A league age 8 year old player who scores a minimum of 15 points at tryouts may be used to fill Minor Division teams with the Board of Directors approval. League Age 8 players may be selected from list maintained by Player Agent based on tryout score rankings of 15 or more to fill vacancies which occur during regular season. A league age 10 year old player who has not played a season at any level in Lake Mary Little League must be assessed a score of 15 or more to be considered for the Minor “AAA” division.

A League Age 8 year old may not be pulled up to the Minor AAA Division without the Board of Directors approval.

If a vacancy occurs in the Minor “AAA” division on a team that a player was pulled up to the Major Division from, that team can pull up an 8 year old from the Coach/Player Pitch “AA” division provided there are no League Age 9 or 10 players on the waiting list. This may be done only through the Player Agent.
A League Age 6 year old player may apply for a Coach Pitch “A” division team provided they must have played at least one season in the T-Ball Division with Lake Mary Little League

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A League Age 5 year old player who will turn league age 6 in the next year may apply for a Coach Pitch "A" division team provided they must have played at least two seasons in the T-Ball Divisions with Lake Mary Little League pending board approval.

At all divisions, the player pools will be based on completed registrations in the system. In the event that a division reaches a wait list status, all wait list registrations will be added to the pool if an opening occurs or additional teams can be added on a "first come, first served" basis, based on the date and timestamp that they completed the registration for the wait list within the registration site.

II. Draft Method/Team Assignments

The Player Agent will conduct meetings with the managers of the baseball Coach Pitch "A", baseball T-Ball and softball Rookies teams to place players to teams.

The Draft Method for all baseball divisions Double A and above will follow "Plan B Method" with the draft policy local rules created to be the same format from majors down to AA. All players that are eligible for the Division will be available to be drafted with the managers drawing numbers to determine the sequence of selecting the players. The order of selection will reverse each round. If, for some reason, this method cannot be used, the Player Agent will assign eligible players within the Division to teams.

Baseball Rules

Little League Draft Option Option B – Senior Division
This draft takes place in one part.

Little League Draft Option B – Majors
This draft takes place in two separate parts.
First part includes those players who participated in the assessments and are:
Returning to majors from a previous season;
OR are 12 years old
OR are the manager/assistant coach's child (see rules below)
OR did not make the intermediate division AND have paid.

All 12 year olds and any returning players to this division that did not attend assessments will be hat picks to complete this part of drafting.

Second part of the draft includes:

All players who are eligible for selection and have attended the required number of player evaluations. This first draft of returning players must be completed before the second part of the draft, and all returning players who qualify under both conditions above must be drafted. Managers are not permitted to waive a draft choice.
This group includes all players who did not play Majors in previous LMLL season and who are not 12 years old.
AND who have paid.
Any player not selected in this portion of the draft will move back to AAA.

The draft rotation will be determined by random number selection prior to the draft beginning.

Majors Coach Options:
The manager must choose his own children during the first group of "returning players" portion of the draft based on their age:
12 year olds must be drafted by round 3
11 year olds must be drafted by round 4
10 year olds must be drafted by round 5
Managers may have only one assistant coach draft option, and must follow the above rules for coach's kid rounds. The assistant coach must have coached at least 2 seasons in LMLL, and must be approved by the board prior to the assessment. Any named player who is not drafted by their age round can be selected by another manager including the manager's children.

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Manager and Assistant Coach's children must be drafted in the first group of the draft (returning players)

A list of eligible 10 year olds will be provided before the draft starts. This list will be built based on the league assessment and the board.

Little League Draft Option B – Minors (AAA) This draft takes place in two separate parts. First part includes those players who are:
Returning from a previous AAA season;
OR are a manager/assistant coach's child.
OR are 11 years old.
AND have paid.

All 11 year olds and any returning players to this division that did not attend assessments will be hat picks to complete this part of drafting.

Second part of the draft includes:

All players who are eligible for selection and have attended the required number of player evaluations. The first part of the draft (returning players/11year olds) must be completed before the second part of the draft, and all returning players who qualify under both conditions above must be drafted. Managers are not permitted to waive a draft choice.
This group includes all players who have not previously played a season of AAA in Lake Mary Little League and are 9-10 years old.
OR are board approved 8 year olds.
AND have paid.
Any player not selected in this portion of the draft will move back to AA.
The draft rotation will be determined by random number selection prior to the draft beginning.

AAA Coach Options:
The manager must choose his own children based on their age and they must be drafted in the first part of the draft (returning players):
10/11 year olds must be drafted by Round 3
8/9 year olds must be drafted by Round 4
Managers may have only one assistant coach player draft option, and must follow the above rules for coach's kid rounds (must be drafted during the first group of the draft). The assistant coach must have coached at least 2 seasons in LMLL, and must be approved by the board prior to the assessment.
Any named player who is not drafted by their age round can be selected by another manager including the manager's children.
Manager and Assistant Coach's children must be drafted in the first group of the draft (returning players)

Little League Draft Option B – Minors (AA)
This draft takes place in two parts.
First part includes those players who are:
Returning from a AA team in a previous season;
OR are a manager/assistant coach's child.
OR are 7/8/9/10 years old.

Second part of the draft includes:
Eligible players who did not attend the assessment will be a hat pick

The draft rotation will be determined by random number selection prior to the draft beginning.

AA Coach Options:
The manager must choose his own children based on their age and they must be drafted in the first part of the draft:

9/10 year olds must be drafted by round 3
7/8 year olds must be drafted by round 4

Managers may have only one assistant coach draft option, and must follow the above rules for coach's kid rounds (must be drafted during the first group of the draft). The assistant coach must have coached at least 2 seasons in LMLL, and must be approved by the board prior to the assessment.

Any named player who is not drafted by their age round can be selected by another manager including the manager's children.
Manager and Assistant Coach's children must be drafted in the first group of the draft (returning players)

Softball Rules

The Draft Method for all softball divisions Minors and above will follow "Plan A – Method for Existing Leagues" with no local rule changes. If, for some reason, this method cannot be used, the League will follow a modified local draft policy that allows for a fair distribution of players based on abilities determined through the assessment process. LMLL Major and Minor League Softball will use the following method for Team Assignments:

- Each Team Manager ("manager") will be allowed up to (2) Assistant Coaches for the purposes of Team Formation. Assistant Coaches must be registered in the system and complete required background check
- A Manager may "lock" up to 3 players prior to the day of assessments. The Manager must identify their 2 Assistant Coaches prior to the assessments; however, this is only a requirement to be able to formally lock those kids. Manager and Assistant Coaches' kids who are playing in the Majors Division must be counted towards the locked players (i.e., 3 coaches w/ 3 kids will use their 3 locks automatically).
- A Manager will be able to lock up to 2 additional players, if and only if, the Manager has coached the player within 2 previous seasons. This will also apply to players coming up from the Minor or Rookie division. If a Manager chooses to forgo or does not have the ability to lock a past player, the Manager will be given draft priority until their respective roster reaches the same amount of players as the team with highest number.
    - Ex. In a division with 2 teams, a team with 2 locked players will be awarded the 1st pick of the draft to reach 3 players (assuming the other team has 3 locked players). If there are 3 or more teams, a draft order[(1)] will be created until all teams get to 3. From there a new draft order will be determined.
- All players must attend assessments
- Players that are not locked will be part of a general draft pool
- A draft order[(1)] will be determined, and each Manager will choose from the available draft pool
- A parent may request in writing that their player not be locked for an upcoming season. That player will be placed in the general draft pool.
- In the event of any conflict, the LMLL Board will communicate with players' parents to determine which team will take the locked player.

[(1)]All draft orders will follow a serpentine format in the event there are 3 or more teams. Determining order: 2 teams – coin flip; 3 or more teams – numbers drawn out of a hat. If 2 or more teams have a lower number of locked players vs. a team with more, those teams will have a draft order determined until they reach the same level of players as the other team(s). A new draft order will then be determined with all teams pulling a number out of a hat.

To be eligible for the Softball Minors and above drafts, the player must have attended scheduled skills assessments or contact the player agent for the division in writing prior to their scheduled times as to the circumstances that prevents attendance and could make the player eligible for the draft based on the player agents decision. A member of the board of directors will keep an assessment for each player that is shared across all managers prior to the draft and the managers or their designated representative should attend and score their own assessment. The managers can share assessments amongst themselves of any player, if desired, prior to the draft.

Draft Rules for Baseball and Softball

Each draft will start promptly at the scheduled time and will begin with the player agent covering the draft process, answering general questions about the process, and the selection of the numbers for the sequence of the draft. The selection of players will begin immediately after the sequence of the draft has been defined.

Coaches cannot be appointed until after the team drafts for the division are completed and are dependent on the approval of the board of directors. The exception is if a "coach option" is properly exercised and approved by the player agent and board prior to the draft.

A registered player who did not attend a skills assessment and was not previously approved by the player agent to not attend, will not be eligible for league play. If approved, they will be randomly assigned to a team and cannot be drafted.

Each team may have only 1 representative attend/participate in the draft which will be conducted by 2 board members not involved within the division being drafted, typically with one being the player agent of that division or a designated representative.

Any trades of drafted players must be completed by midnight after the conclusion of the draft.

Any player who registers after the draft and there are two or more teams who do not have a complete roster, the player will be placed on the teams by doing a 'hat pick'. This will be conducted by the player agent with the affected team managers or another individual the team manager may designate. The teams without a complete roster will have a single ballot placed with the team name in a non-transparent container and the player being drafted will be declared by the player agent. The managers or their designated representative will then draw a team name and the player declared will be placed on the team drawn. The order that the teams will select will be a continuation of the completion of the draft.

Options for Sons, Daughters, and Siblings

If a manager has sons and/or daughters eligible under Regulation II for the draft, and wishes to draft them, the manager is required to do so at or before the close of the specific draft round, depending on the League Age of sons and/or daughters. The parent/manager option takes priority over any other option. When there are two or more siblings in the draft and the first sibling is drafted by a manager, that manager automatically has an option to draft the other sibling in the next turn. If the manager does not exercise the option on his own child(ren), the second sibling and all other options are then available to be drafted by any team.

II. Local Tournament/District Top Team

Local Playoff Format

There is no planned playoffs in the T-Ball or "A" baseball divisions or Rookies softball division. All other divisions will schedule a playoff as follows:

- If there is one team in a division, that team will be the Tournament team if there are enough eligible players to participate and will not have a playoff.
- If there are two teams in a division, the Board of Directors will schedule a double elimination tournament for teams participating in the division during the regular season.
- If there are three or more teams in a division, the Board of Directors will schedule a single or double elimination tournament for teams participating in this division during the regular season.

All playoffs are tentatively scheduled for the week of November 6th dependent on if there are any District level tournaments for the season that LMLL elects to participate in, to make consideration for rest for pitch counts. In the event that District 19 holds a Top Team tournament for a division and LMLL elects to participate, the winner of the Lake Mary Little League tournament for that division will advance to play at the district level.

Seeding

Seeding for the playoff will be first determined by best winning percentage by assigning points to a game as follows: 1 point for a win, ½ point for a tie, 0 points for a loss and dividing the sum of the points by the total number of games played. In the event of a tie, head to head record between the tied teams, and then runs

against divided by innings played will be the deciding factors for the seeding. If still tied at this point, the seeding will be determined by a coin flip. In the event that a team has not played an equal games against interleague opponents, only games played by the teams with common opponents will be considered.

III. Complaint Process

All complaints regarding anyone or any matter must be signed and submitted in writing to the Board of Directors.

IV. Team Managers/Coaches

- Each team shall have designated 1 manager and 2 coaches. The Board of Directors (with president appointment) must approve all managers and coaches. Each coach and manager must have registered online and uploaded a Manager/Coach Commitment Form and Volunteer Form and be approved before they assume a role as coach or manager.

- Additional volunteers can assist during practices, but must have registered online and uploaded a Volunteer Form and be approved before they are allowed with any interactions with the players. These individuals are not allowed to be within the dugout during the game if the manager and 2 designated assistant coaches are present.

- A manager and/or coach shall not allow any non-team member to participate in practices of any kind. This includes all registered players of Lake Mary Little League even if they are on the roster of another team. These individuals are NOT covered by Little League insurance.

- All managers must advise the Player Agent of any problems or concerns regarding their team. If the Player Agent is not available, a member of the Board of Directors shall be notified. If a problem occurs during a game, the umpire in charge of that game must be informed of the problem concerning any players, coaches, or managers.

- The League Safety Officer must be notified of any injured player. All players that require a doctor's care must have a written release from the doctor prior to returning as an active player. This includes any injuries or illnesses not related to baseball. Until a proper release is received, the player cannot physically participate in any practices or games. A player that is injured or ill and doesn't have a doctor's release will not be allowed into the dugout or on the field during games.

- Replacement of injured players can only occur if a signed letter from a medical doctor is presented to the Board of Directors and the injured player will miss a minimum of three games. Under these circumstances, a player may be called up to replace the injured player only after the injured player has been properly released in accordance with the Little League Baseball Operating Manual. All actions regarding release and subsequent replacement of injured players require board approval.

- If a current player is chosen by the Player Agent to advance to the next division, 24 hour notice must be given so that the necessary arrangements can be made for uniform fitting and a replacement player can be chosen for the player's current team. At no time can a manager call up a player on the day the player is scheduled to play in his/her division. At spring registration, if parents state that their child is eligible for a particular Division and the player is drafted and refuses to play at that level, the player will not be eligible to participate for the entire spring season. A Minor "AAA" Division player that is chosen by a Major Division manager and refuses to go up will not be eligible to be placed on a Major Division team for the duration of the season. A Major Division player that is chosen by an Intermediate Division manager and refuses to go up will not be eligible to be placed on an Intermediate Division team for the duration of the season.

- No player shall be called up from the Minor "AAA" Division or any other division during the last two weeks (14 days) of the regular season.

- Managers and coaches are responsible for the condition of the dugouts and the spectator area after each game. All trash is to be collected prior to leaving these areas and deposited in the proper trash receptacle and recycling bins.

- Each team must select a Team Mom/Team Dad, a scorekeeper and a Team Safety Officer (TSO) prior to the start of the regular season to assist with the requirements of each team. Each will require an approved volunteer background on file with the league.

- Managers must attend any mandatory league sponsored manager training classes or CPR/First Aid clinics that may be conducted prior to beginning of season. Failure to attend will be grounds for removal as manager at the discretion of board of directors.

V. Umpires

- Lake Mary Little League provides umpires at the baseball Double A and above levels and softball Minors and above levels. While it is not expected, in the event of a problem providing an umpire, managers and coaches may be required to umpire games at the discretion of the Board of Directors or to provide qualified volunteers to umpire games on their behalf. Such qualified volunteers must have a completed Volunteer Form on file with the league.

- It will be the scheduled umpire's responsibility to find his/her own replacement in the event he or she will not be able to attend his/her scheduled game. Any problems with finding a replacement will be referred to the Umpire in Chief.

- Any changes to umpire schedules must be referred to the Umpire in Chief.

- Major, Intermediate, Junior and Senior players may be utilized as field umpires below their level of play at the discretion of the Umpire in Chief.

- Any manager/coach that is scheduled to umpire and does not show for his/her scheduled game and does not find a replacement will be dealt with as follows:
  - ❖ First infraction will result in a written notice.
  - ❖ Second infraction will be referred to Board of Director's for further action including removal from Manager's position.

VI. Anti-Bullying Policy

Given the serious effects that bullying has on youth and organizations, Lake Mary Little League has adopted an anti-bullying policy. This policy overview is intended to guide all Managers, Coaches, Umpires, Players, Volunteers, Parents, Guardians, and Spectators.

- Definition of Bullying: Bullying involving behavior by one or a group of people with the intent to ridicule, harass, humiliate or intimidate another person during league games, practices and/or other league events. Verbal bulling involves repetitious behavior and includes the use of words and gestures. Emotional bullying involves rejection, terrorizing, extorting, humiliating, rating/ranking personal characteristics such as race, disability, ethnicity, or perceived sexual orientation. Physical bullying can include a single incident of pushing, hitting or kicking a person or interfering with their property.
- Reporting of Bullying: If you are being bullied, or know of someone being bullied, you must tell a team manager, coach, or member of the Board of Directors of Lake Mary Little League as soon as possible.
- Consequences of Bullying: If a person involved in the league (including managers, coaches, umpires, players, volunteers, guardians, and spectators) has taken part in bullying behavior, a minimum of a warning and/or an immediate suspension from all Lake Mary Little League activities until the Board of Directors can review the incident to determine next step of actions for the incident. The further actions the board can take is pursuant to the Little League Regulation XIV – Field Decorum, which can include further warnings, discussions with parents and guardians, future suspension or exclusions, ineligibility for playoff, tournament, and/or all-star involvement, up to and including permanent removal from the league and reporting to local law enforcement.

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VII. General Rules for All Divisions

1. The 15 run, 10 run & 8 run rule will be in effect for all divisions Coach/Player Pitch “AA” and above.

2. Any player who is out of the lineup for more than three consecutive weeks (or six games) is subject to being removed from his/her team by action of the Board of Directors. However, the Board of Directors reserves the right to allow such player to remain on the roster. Managers must make the player agent aware if any player misses more than three consecutive games for any reason. Failure to do so will be cause for corrective action against the manager.

3. All managers, coaches, and umpires must attend a clinic sponsored by the league prior to start of the season if one is conducted.

4. Each T-Ball, Coach Pitch “A”, Coach/Player Pitch “AA”, Minor “AAA” and Major Division teams will provide one (1) new baseball to the chief umpire prior to the game. Intermediate, Junior and Senior Division teams will provide two baseballs to the chief umpire prior to game. Each Rookie, Minor, and Major Division softball team will provide one (1) new softball to the chief umpire prior to the game. Additional game quality balls should be available.

5. No food, glass bottles, or glass containers are allowed in dugouts. Plastic water bottles are permitted. Each team is responsible for cleaning up their dugout and the spectator area on their side of the field.

6. Only board approved managers, coaches, players, volunteers and umpires are allowed in dugouts at any time. Batboys, batgirls or anyone else not a member of the team will **NOT** be allowed in the dugouts at any time. This is an insurance requirement and must be followed at all times. Only 1 manager and 2 coaches are allowed in the dugouts during a game. For Tee Ball, Single A, Double A baseball divisions and Rookie softball division, one additional approved volunteer adult may assist with the coach/manager approval in the dugout due to the assistant coaches being on the field to help with instruction. It is required in all divisions that an adult is in the dugout.

7. No manager, coach, or player may leave the playing field (including dugout) without the umpire's permission.

8. Managers and coaches are required to be in the dugout while their team is playing the field in Triple A and above divisions. Sitting outside the dugout, even along the dugout fence is not allowed for safety purposes.

9. A player, coach, or manager ejected from a game shall be suspended from the team's next scheduled game. A manager, coach, or player suspension shall be served away from the field where the team is playing. ***Exception:*** If a suspension of a player causes a team to be unable to field nine players to begin a regular season game, the suspension may be served the following game with the prior approval of the Player Agent and/or Board of Directors if a pool player is not available.

   Note: The one game suspension is the ***minimum*** suspension to be given to players, coaches, or managers ejected from a game. If necessary, additional disciplinary action may be taken as recommended by the Disciplinary Committee and approved by the Board of Directors.

10. Managers are responsible for ensuring that games **begin** and **complete** on time.

11. Players are not allowed to warm up outside the playing field in the vicinity of spectators.

12. On-deck batters are not allowed in T-Ball, Coach Pitch “A”, Coach/Player Pitch “AA”, Minor “AAA” and Major Divisions. Between innings, **only one** batter may be outside the dugout to warm up prior to first pitch being thrown for that inning. On-deck batters are allowed in the Intermediate, Junior, and Senior Division however they must remain on their side of the field regardless of which side the batter is batting from.

13. The home team is responsible for making certain that any equipment stored within the field (i.e. L Screens) are placed safely in foul territory prior to the start of any game.

14. The Lake Mary Sports Complex staff will be responsible to place tarps over pitcher's mound and home plate area after games are concluded. Teams should not attempt to place tarps on their own under any circumstances.

15. For the safety of players, managers and coaches, all dugout gates will be kept in the closed position at all times during a game.

16. Any team that cannot field at least eight players for a scheduled game shall forfeit that game. ***Forfeit time shall be 15 minutes after scheduled start of game.*** Any game that is forfeited will not be rescheduled.

17. Batting helmets that have been painted, air-painted or that have decals on them shall not be used in a game. This is a safety issue and will be enforced by umpires throughout the season.

18. Player's equipment must not be shared if the player has any sort of condition that can be transferred to another player using that equipment.

19. All players on a team shall be dressed in identical uniforms issued or approved by the league.

20. It is mandatory that a pitch count be kept on each pitcher at the Coach/Player Pitch "AA" Division and above. The home team will furnish the official scorekeeper and it will be their responsibility to track the pitches thrown by a pitcher (including foul balls). It is the manager's responsibility to note any discrepancy. Immediately after the pitcher of the opposing team throws a pitch the pitch count becomes official.

21. Any adults who are around the players in games and/or practices must refrain from the usage of cigarettes, cigars, pipes, chewing tobacco, E-cigarettes, vapor cigarettes, and all similar products.

22. All games at Lake Mary Sports Complex must complete by 9:45 PM due to the complex needing to be closed by 10:00 PM.

23. All games must complete at their scheduled time to allow the 15 minute time break between games to prep the fields, warm ups, and to allow the subsequent game to start on time. This is critical on week nights when there is a game scheduled at 7:00 or later as those games will have a hard stop due to the light curfew at the fields.

24. A plate meeting must be held at the start of every game to ensure both teams and any officials agree on the rules for the game to be played. This covers specific items to the division rules as listed in the following sections.

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T-Ball

1. Games will have a maximum time limit of 1 hour. No new inning may start after 45 mjnutes. A new inning is considered to have started when the last batter of the inning has batted.

2. All players on the roster will be in defensive positions with one player on each side of the pitcher's mound. Both pitchers must have one foot on pitcher's mound (in the dirt) when batter is preparing to hit the ball. No more than seven (7) players may be positioned at infield positions. Outfielders must be positioned with both feet on the outfield grass until the ball is hit.

3. A half inning is completed when all players on the offensive team have batted.

4. Even though outs are not counted for completion of an inning, a player who is declared out while running the bases must return to the dugout. This rule may be waived provided both managers agree to do so prior to the start of a game.

5. Stealing of bases is not allowed.

6. Managers and coaches are allowed on the playing field for defensive instructional purposes. Managers or coaches may not position themselves in foul territory.

7. Managers, coaches, and parents may serve as umpires if they have provided a Volunteer form.

8. There are no strikeouts in T-Ball.

9. Each team is asked to play the first inning batting from the Tee in order to try and get as many innings in as possible and to keep the players engaged. After the first inning each batter will receive three (3) "hittable" pitches. Any pitch deemed "un-hittable" by the coach shall be declared a "no pitch" and will not count against the batter. **After 3 "hittable" pitches, the batter *must* hit from a tee. (Each Manager can start a player from the Tee at their Discretion)**

10. The Coach Pitcher shall pitch to batters from his/her team at a position anywhere from the pitcher's mound to a point approximately half way between the pitcher's mound and home plate. Pitches must be thrown overhand to the batter. The team manager or a coach shall pitch to each batter. The "pitching" coach is permitted to either stand upright or kneel when pitching. No fast pitches are allowed.

11. One base is allowed on an overthrow at the player's own risk.

12. A batted ball must travel further than ten feet in front of home plate. If the ball is hit less than 10 feet, it shall be considered a foul ball.

13. Catchers are NOT allowed in T-Ball.

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Minor League Coach Pitch - Single A

1. All games will have a maximum time limit of 1 hour and 30 minutes. No new inning may be started after 1 hour and 15 minutes. A new inning is considered to have started when the final out of the previous inning has been made. Each game will end at the designated time.

2. The defensive team shall field no more than 10 players. The infield will consist of players at first base, second base, third base, shortstop and a catcher (with cup). Only one pitcher shall be positioned to either side of the pitcher's mound and shall assume normal pitcher position after completion of the pitch by the Coach (at least one foot in the dirt). There will be no creeping in on the batter by any defensive players from their normal position. All other players will be positioned in the outfield with both feet on the outfield grass until the ball is hit. ***No player shall play more than 2 innings in the same position***.

3. No player shall sit out more than 1 inning per game unless team size requires otherwise in which case it should be equal time sitting.

4. Each team shall bat ALL players on offense. The league will use continuous batting order of all players present at the game.

5. A pitching machine (Blue Flame) will be in use for all innings. The Pitching Machine (Blue Flame) will be set at Speed 4 and located at a distance from home plate that is agreeable to both managers.

6. Each batter will receive five (5) "hittable" pitches. Any pitch deemed "un-hittable" by the umpire shall be declared a "no pitch" and will not count against the batter. **After 5 "hittable" pitches, the batter *must* hit from a tee. There will be no walks or strikeouts. Once hit off of Tee the runners can move up only one base.**

7. If a hit ball comes in contact with the pitching machine, the ball is dead and the player is awarded 1st base. If any runners are on base, they cannot advance except as forced.

8. A half inning is completed when three outs have been made or when five runs have been scored.

9. Stealing of bases is not allowed.

10. The play is dead when the infielder maintains possession of the ball or the ball is thrown to the pitching coach.

11. Managers and coaches are allowed on the playing field for defensive instructional purposes. Managers or coaches may not position themselves in foul territory.

12. One base is allowed on an overthrow, at the runner's own risk.

13. A batted ball must travel further than ten feet in front of home plate. If the ball is hit less than 10 feet, it shall be considered a foul ball.

Lake Mary Little League
Fall 2026 Local Rules

Minor League Coach/Player Pitch - Double A

1. All games will have a maximum time limit of 1 hour and 45 minutes. No new inning may be started after 1 hour and 30 minutes. The next inning begins immediately after the third out of the bottom half of the previous inning. The official time of any game will ***always*** be the scheduled time. The umpire is the official timekeeper. ***All games shall end at the designated time regardless of the time the game started unless there is no game following the game being played in which case the no new inning rule will still apply however the maximum time limit will be waived so as to finish the current inning prior to ending the game.***

2. Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. Any player who does not play mandatory number of outs and at bats will be required to start the next scheduled game and the manager will be subject to disciplinary action as outlined in Little League Regulations.

3. If agreeable to both teams at the start of the game, there can be 4 outfielders when a team has more than 9 players.

4. Each team shall bat **ALL** players on offense. The league will use continuous batting order of all players present at the game.

5. The first two (2) innings will be player pitch. The remaining innings will use the pitching machine (Blue Flame)

6. The Pitching Machine (Blue Flame) will be set at Speed 7 and located at the center (pitchers rubber) of the pitching mound.

7. Regulation balls and strikes will be called and walks allowed during player pitch. During machine pitch, batters are allowed three (3) strikes (swinging or called), but no walks allowed. If the batter does not make contact with the 3rd strike, then the player will be called out on strikes. Foul balls on the 3rd strike will allow the batter to continue to hit until the ball is hit into fair play or the batter failes to hit the next potential strike.

8. If a hit ball comes in contact with the pitching machine, the ball is dead and the player is awarded 1st base. If any runners are on base, they cannot advance except as forced.

9. Stealing of bases is not allowed.

10. There is no 10' circle that a ball needs to advance beyond to be considered a fair ball, however, bunting is not allowed.

11. A 5-Run Rule will be in effect for the machine pitch innings, and a 3-Run Rule will be in effect for player pitch innings. Sides change when either the maximum number of runs have scored or the defense has gotten 3 outs.

12. Containment on the lead runner will stop play. When the lead runner stops and gives up effort to advance, the play is completed and stopped. This will be determined by the umpires. Other runners who are not beyond halfway to the base which they are advancing to, when T/O is call, will be sent back to previous base. Umpire shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for purpose of this rule. Returning the ball to the pitcher (player) does not automatically consider play dead. When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called by the umpire.

13. Runners may advance at their peril only one base per **each** overthrow.

14. A player hit by a pitch when an opposing player is pitching must advance to 1st base.

15. Each team is to provide two (2) brand new league approved game balls at the start of every game. No other balls are permitted to be used.

16. It is Lake Mary Little League policy that if a Coach/Player Pitch "AA" Division player declines to move up to a Minor "AAA" Division team when selected to fill a vacancy in the Minor "AAA" Division, that player will remain in the Coach/Player Pitch "AA" Division for the duration of the current season.

17. Two (2) adult base coaches are allowed provided another coach or parent volunteer is in the dugout with the players.

18. The home team is responsible for providing the official scorekeeper for the game. The home team will also be the official for all records including pitch count. **The score and pitch counts must be reported by the home team by the League designated method within 24 hours**.

19. The visiting team will be responsible for operating the scoreboard.

20. ***A pool of players from existing regular season teams will be created for players willing to participate in extra games during the regular season. NOTE: PLAYERS MAY NOT BE BORROWED FROM AN OPPONENT. Refer to Little League Rule Book Regulation V page 34 for Guidelines.***

21. The infield fly rule will not be enforced during the regular season and end of season tournament.

Lake Mary Little League
Fall 2026 Local Rules

Minor League Player Pitch - Triple A

1. All games will have a maximum time limit of 2 hours. No new inning may be started after 1 hour and 45 minutes. The next inning begins immediately after the third out of the bottom half of the previous inning. The official time of any game will ***always*** be the scheduled time. The umpire is the official timekeeper. The games must complete a 4 innings to be an official game, in the event the game does not reach 4 innings due to time/light constraints, the game will be resumed at the inning and score the game was halted. ***All games shall end at the designated time regardless of the time the game started unless there is no game following the game being played in which case the no new inning rule will still apply however the maximum time limit will be waived so as to finish the current inning prior to ending the game.***

2. Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. Any player who does not play mandatory number of outs and at bats will be required to start the next scheduled game and the manager will be subject to disciplinary action as outlined in Little League Regulations.

3. Each team shall bat **ALL** players on offense. The league will use continuous batting order of all players present at the game.

4. Pitchers shall be permitted to pitch in no more than three (3) innings per game. A pitcher who throws one or more pitches during a regulation inning will be considered to have pitched that inning and may only pitch two additional innings in that game. This rule is not based on outs. Pitch count rules will still apply with respect to mandatory days of rest.

5. It is Lake Mary Little League policy that if a Minor "AAA" Division player declines to move up to a Major Division team when selected to fill a vacancy in the Major Division, that player will remain in the Minor "AAA" Division for the duration of the current season.

6. The 5-run rule will be in effect except for in the 5th inning and 6th inning in which the 5-run rule will be waived. If a game only gets through 4 inning then the 5-run rule will not be waived during that game.

7. Two (2) adult base coaches are allowed provided another coach or parent volunteer is in the dugout with the players.

8. The home team is responsible for providing the official scorekeeper for the game. The home team will also be the official for all records including pitch count. **The score and pitch counts must be reported by the home team by the League designated method within 24 hours.**

9. The visiting team will be responsible for operating the scoreboard. Visiting team should also keep a scorebook as secondary reference if questions come up during play.

10. ***A pool of players from existing regular season teams will be created for players willing to participate in extra games during the regular season. NOTE: PLAYERS MAY NOT BE BORROWED FROM AN OPPONENT. Refer to Little League Rule Book Regulation V page 34 for Guidelines.***

11. The infield fly rule will not be enforced during the regular season and end of season tournament.

Lake Mary Little League
Fall 2026 Local Rules

Major League Baseball

These local rules are intended to cover when Lake Mary Little League Major division teams are playing each other locally. When playing an interleague game, the District 19 Interleague Coordinator rules will apply.

1. All games will have a maximum time limit of 2 hours. No new inning may be started after 1 hour 45 minutes. The next inning begins immediately after the third out of the bottom half of the previous inning. The official time of any game will ***always*** be the scheduled time. The umpire is the official timekeeper. The games must complete a 4 innings to be an official game, in the event the game does not reach 4 innings due to time/light constraints, the game will be resumed at the inning and score the game was halted. ***All games shall end at the designated time regardless of the time the game started unless there is no game following the game being played in which case the no new inning rule will still apply however the maximum time limit will be waived so as to finish the current inning prior to ending the game.***

2. Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. Any player who does not play mandatory number of outs and at bats will be required to start the next scheduled game and the manager will be subject to disciplinary action as outlined in Little League Regulations.

3. Each team shall bat **ALL** players on offense. The league will use continuous batting order of all players present at the game.

4. Pitchers shall be permitted to pitch in no more than three (3) innings per game. A pitcher who throws one or more pitches during a regulation inning will be considered to have pitched that inning and may only pitch two additional innings in that game. This rule is not based on outs. Pitch count rules will still apply with respect to mandatory days of rest.

5. The 5-run rule will be in effect except for in the final inning in which the 5-run rule will be waived. Any new inning starting after one hour and thirty minutes shall be the last inning as long as that inning begins before the one hour and forty-five minute no new inning mark. The sixth inning, regardless of when it begins, shall be the last inning and the 5-run rule will be waived. If an inning begins before the 1 hour and 45 minute mark and ends after the 2 hour, then the 5-run rule will not be waived during that game.

6. Two (2) adult base coaches are allowed provided another coach or parent volunteer is in the dugout with the players.

7. The home team is responsible for providing the official scorekeeper for the game. The home team will also be the official for all records including pitch count. **The score and pitch counts must be reported by the home team by the League designated method within 24 hours.**

8. The visiting team will be responsible for operating the scoreboard. Visiting team should also keep a scorebook as secondary reference if questions come up during play.

9. ***A pool of players from existing regular season teams will be created for players willing to participate in extra Interleague games during the regular season. NOTE: PLAYERS MAY NOT BE BORROWED FROM AN OPPONENT. Refer to Little League Rule Book Regulation V page 34 for Guidelines.***

10. The infield fly rule will be enforced during the regular season and end of season tournament.

11. Dropped 3rd strike rule will be in effect.

Lake Mary Little League
Fall 2026 Local Rules

Intermediate League Baseball

These local rules are intended to cover when Lake Mary Little League Major division teams are playing each other locally. When playing an interleague game, the District 19 Interleague Coordinator rules will apply.

1. All games will have a maximum time limit of 2 hours and 15 minutes. No new inning may be started after 2 hours. The next inning begins immediately after the third out of the bottom half of the previous inning. The official time of any game will ***always*** be the scheduled time. The umpire is the official timekeeper. The games must complete a 5 innings to be an official game, in the event the game does not reach 5 innings due to time/light constraints, the game will be resumed at the inning and score the game was halted. ***All games shall end at the designated time regardless of the time the game started unless there is no game following the game being played in which case the no new inning rule will still apply however the maximum time limit will be waived so as to finish the current inning prior to ending the game.***

2. Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. Any player who does not play mandatory number of outs and at bats will be required to start the next scheduled game and the manager will be subject to disciplinary action as outlined in Little League Regulations.

3. Each team shall bat **ALL** players on offense. The league will use continuous batting order of all players present at the game.

4. Pitchers shall be permitted to pitch in no more than three (3) innings per game. A pitcher who throws one or more pitches during a regulation inning will be considered to have pitched that inning and may only pitch two additional innings in that game. This rule is not based on outs. Pitch count rules will still apply with respect to mandatory days of rest.

5. The 5-run rule will be in effect except for in the final inning in which the 5-run rule will be waived. Any new inning starting after one hour and forty five minutes shall be the last inning as long as that inning begins before the two hour no new inning mark. The seventh inning, regardless of when it begins, shall be the last inning and the 5-run rule will be waived. If an inning begins before the 2 hour mark and ends after the 2 hour and fifteen minute, then the 5-run rule will not be waived during that game.

6. Two (2) adult base coaches are allowed provided another coach or parent volunteer is in the dugout with the players.

7. The home team is responsible for providing the official scorekeeper for the game. The home team will also be the official for all records including pitch count. **The score and pitch counts must be reported by the home team by the League designated method within 24 hours.**

8. The visiting team will be responsible for operating the scoreboard. Visiting team should also keep a scorebook as secondary reference if questions come up during play.

9. ***A pool of players from existing regular season teams will be created for players willing to participate in extra Interleague games during the regular season. NOTE: PLAYERS MAY NOT BE BORROWED FROM AN OPPONENT. Refer to Little League Rule Book Regulation V page 34 for Guidelines.***

10. The infield fly rule will be enforced during the regular season and end of season tournament.

11. Dropped 3rd strike rule will be in effect.

Lake Mary Little League
Fall 2026 Local Rules

Seniors League Baseball

These local rules are intended to cover when Lake Mary Little League Major division teams are playing each other locally. When playing an interleague game, the District 19 Interleague Coordinator rules will apply.

1. All games will have a maximum time limit of 2:15 hours. No new inning may be started after 2 hours. The next inning begins immediately after the third out of the bottom half of the previous inning. The official time of any game will ***always*** be the scheduled time. The umpire is the official timekeeper. The games must complete a 5 innings to be an official game, in the event the game does not reach 5 innings due to time/light constraints, the game will be resumed at the inning and score the game was halted. ***All games shall end at the designated time regardless of the time the game started unless there is no game following the game being played in which case the no new inning rule will still apply however the maximum time limit will be waived so as to finish the current inning prior to ending the game.***

2. Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. Any player who does not play mandatory number of outs and at bats will be required to start the next scheduled game and the manager will be subject to disciplinary action as outlined in Little League Regulations.

3. Each team shall bat **ALL** players on offense. The league will use continuous batting order of all players present at the game.

4. The 5-run rule will be in effect except for in the final inning in which the 5-run rule will be waived. Any new inning starting after one hour and forty five minutes shall be the last inning as long as that inning begins before the two hour no new inning mark. The seventh inning, regardless of when it begins, shall be the last inning and the 5-run rule will be waived. If an inning begins before the 2 hour mark and ends after the 2 hour and fifteen minute, then the 5-run rule will not be waived during that game.

5. Two (2) adult base coaches are allowed provided another coach or parent volunteer is in the dugout with the players.

6. The home team is responsible for providing the official scorekeeper for the game. The home team will also be the official for all records including pitch count.

7. The visiting team will be responsible for operating the scoreboard. Visiting team should also keep a scorebook as secondary reference if questions come up during play.

8. ***A pool of players from existing regular season teams will be created for players willing to participate in extra Interleague games during the regular season. NOTE: PLAYERS MAY NOT BE BORROWED FROM AN OPPONENT. Refer to Little League Rule Book Regulation V page 34 for Guidelines.***

9. The infield fly rule will be enforced during the regular season and end of season tournament.

10. Dropped 3rd strike rule will be in effect.

Lake Mary Little League
Fall 2026 Local Rules

Rookies League Softball

1. There will be a mandatory plate meeting between the two teams prior to the start of each game.

2. All games will have a maximum time limit of 1 hour and 15 minutes. No new inning may be started after 1 hour. A new inning is considered to have started when the final out of the previous inning has been made.

3. The defensive team shall field no more than 10 players. The infield will consist of players at first base, second base, third base, shortstop and a catcher. Only one pitcher shall be positioned to either side of the pitcher's mound and shall assume normal pitcher position after completion of the pitch by the Coach. The person in this position must remain in the circle while the coach is pitching. There will be no creeping in on the batter by any defensive players from their normal position. All other players will be positioned in the outfield with both feet on the outfield grass until the ball is hit.

4. No player shall sit out more than 1 inning per game unless team size requires otherwise in which case it should be equal time sitting.

5. The offensive team will bat all players on their roster, whether they have played a defensive position or not.

6. Each batter will receive five (5) pitches. **After 5 pitches, the batter *must* hit from a tee.**

7. The Coach Pitcher shall pitch to batters from his/her team at a position anywhere from the pitcher's mound to a point approximately half way between the pitcher's mound and home plate. Pitches must be thrown underhand to the batter. The team manager or a coach shall pitch to each batter. The "pitching" coach is permitted to either stand upright or kneel when pitching. No fast pitches are allowed. A pitching machine provided by the league may be utilized to pitch to the batter at the manager's discretion. Coach Pitchers shall not field balls hit by the batters.

8. There are no walks in this division. The batter is either struck out or the ball is hit into play. If the ball is missed off the tee it is considered a strike.

9. A half inning is completed when three outs have been made or when five runs have been scored.

10. Stealing of bases is not allowed.

11. The play is dead when the infielder maintains possession of the ball or the ball is thrown to the pitching coach. The play is also considered dead if the ball pitched by coach hits the coach. 1st base is awarded, no runners other than 1st base advance.

12. Managers and coaches are allowed on the playing field, in the outfield only, for defensive instructional purposes.

13. Only one base is allowed on an overthrow, at the runner's own risk.

14. The home team will be responsible for keeping score and providing a game ball to be used for the game. The away team is responsible for the scoreboard.

Lake Mary Little League
Fall 2026 Local Rules

Minor League Player/Coach Pitch Softball

1. There will be a mandatory plate meeting between the umpire and two managers prior to the start of each game.

2. All games will have a maximum time limit of 1 hour and 30 minutes. No new inning may be started after 1 hour and 15 minutes. The official time of any game will always be the scheduled time. The umpire is the official timekeeper. All games shall end at the designated time regardless of the time the game started unless there is no game following the game being played in which case the no new inning rule will still apply however the maximum time limit will be waived so as to finish the current inning prior to ending the game.

3. Every player on a team roster present at the game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. Any player who does not play mandatory number of outs and at bats will be required to start the next scheduled game and the manager will be subject to disciplinary action as outlined in Little League Regulations.

4. If agreeable to both teams at the start of the game, there can be 4 outfielders.

5. Each team shall bat **ALL** players on offense. The league will use continuous batting order of all players present at the game. Free substitutions on defense provided each player meets the requirement of regular play.

6. There will be no walks/intentional walks. A batter can be struck out by the player pitcher or the coach. If the player pitcher throws 3 strikes before throwing 4 balls the batter is out. If the player throws 4 balls before throwing the 3rd strike then the batter's coach will pitch the remaining pitches. A pitch is considered a strike if it is swung at or called a strike by the umpire. The umpire can call strikes when the batter's coach is pitching.

7. When a coach is pitching he/she should make a reasonable effort not to interfere with any potential plays when his/her batter hits the ball. If the coach is hit by the in play ball then the ball is dead and the batter is awarded one base. No runners other than those forced may advance. **No Stealing or Bunting during Coach Pitch.**

8. A player hit by a pitch when an opposing player is pitching must advance to 1st base. If hit by a pitch during coach pitch the at bat continues.

9. Baserunners may only steal one base per batter and cannot steal home. Baserunners may advance, at their own risk, only one base per **EACH** overthrow.

10. The 4-run rule **WILL** be in effect. Sides will change after 4 runs have been scored. Only exception to this is all runs scored on an over the fence home run will be counted.

11. Two (2) adult base coaches are allowed provided another coach or parent volunteer is in the dugout with the players.

12. The home team is responsible for providing the official scorekeeper for the game. The home team will also be responsible for providing a game ball to the umpire. The visiting team will be responsible for operating the scoreboard. Visiting team should also keep a scorebook as secondary reference if questions come up during play.

13. ***A pool of players from existing regular season teams will be created for players willing to participate in extra Interleague games during the regular season. NOTE: PLAYERS MAY NOT BE BORROWED FROM AN OPPONENT. Refer to Little League Rule Book Regulation V page 34 for Guidelines.***

Lake Mary Little League
Fall 2026 Local Rules

Minor League Player Pitch Softball

1. There will be a mandatory plate meeting between the umpire and two managers prior to the start of each game.

2. All games will have a maximum time limit of 1 hour and 45 minutes. No new inning may be started after 1 hour and 30 minutes. The next inning begins immediately after the third out of the bottom half of the previous inning. The official time of any game will always be the scheduled time. The umpire is the official timekeeper. All games shall end at the designated time regardless of the time the game started unless there is no game following the game being played in which case the no new inning rule will still apply however the maximum time limit will be waived so as to finish the current inning prior to ending the game.

3. Every player on a team roster present at the game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. Any player who does not play mandatory number of outs and at bats will be required to start the next scheduled game and the manager will be subject to disciplinary action as outlined in Little League Regulations.

4. Each team shall bat **ALL** players on offense. The league will use continuous batting order of all players present at the game. Free substitutions on defense provided each player meets the requirement of regular play.

5. The 4-run rule will be in effect except for in the final inning in which the 4-run rule will be waived. Any new inning starting after 1:15 shall be open and final as long as that inning begins before the 1:30 minute no new inning mark. The 6th inning, if reached , shall be the last inning, and open and final. If an inning begins before the 1:15 mark and ends after the 1:30 mark, the game will conclude and scored through last completed inning.

6. Two (2) adult base coaches are allowed provided another coach or parent volunteer is in the dugout with the players.

7. The home team is responsible for providing the official scorekeeper for the game. The home team will also be responsible for providing a game ball to the umpire. The visiting team will be responsible for operating the scoreboard. Visiting team should also keep a scorebook as secondary reference if questions come up during play.

8. ***A pool of players from existing regular season teams will be created for players willing to participate in extra Interleague games during the regular season. NOTE: PLAYERS MAY NOT BE BORROWED FROM AN OPPONENT. Refer to Little League Rule Book Regulation V page 34 for Guidelines.***

Lake Mary Little League
Fall 2026 Local Rules

Major & Junior League Softball

1. There will be a mandatory plate meeting between the umpire and two managers prior to the start of each game.

2. All games will have a maximum time limit of 2 hours. No new inning may be started after 1 hour and 45 minutes. The next inning begins immediately after the third out of the bottom half of the previous inning. The official time of any game will always be the scheduled time. The umpire is the official timekeeper. All games shall end at the designated time regardless of the time the game started unless there is no game following the game being played in which case the no new inning rule will still apply however the maximum time limit will be waived so as to finish the current inning prior to ending the game.

3. Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. Any player who does not play mandatory number of outs and at bats will be required to start the next scheduled game and the manager will be subject to disciplinary action as outlined in Little League Regulations.

4. Each team shall bat **ALL** players on offense. The league will use continuous batting order of all players present at the game. Free substitutions on defense provided each player meets the requirement of regular play.

5. The 4-run rule will be in effect except for in the final inning in which the 4-run rule will be waived. Any new inning starting after 1:30 shall be open and final as long as that inning begins before the 1:45 no new inning mark. The 6th inning, if reached , shall be the last inning, and open and final. If an inning begins before the 1:30 mark and ends after the 1:45 mark, the game will conclude and scored through last completed inning.

6. Two (2) adult base coaches are allowed provided another coach or parent volunteer is in the dugout with the players.

7. The home team is responsible for providing the official scorekeeper for the game. The home team will also be responsible for proving a game ball to the umpire.

8. The visiting team will be responsible for operating the scoreboard. Visiting team should also keep a scorebook as secondary reference if questions come up during play.

9. ***A pool of players from existing regular season teams will be created for players willing to participate in extra Interleague games during the regular season. NOTE: PLAYERS MAY NOT BE BORROWED FROM AN OPPONENT. Refer to Little League Rule Book Regulation V page 34 for Guidelines.***

10. The infield fly rule will be enforced during the regular season and end of season tournament.

11. Dropped 3rd strike rule will be in effect.

Lake Mary Little League
Fall 2026 Local Rules

Interleague Rules

LAKE MARY LITTLE LEAGUE
FALL 2025 LOCAL RULES
MAJOR DIVISION
District 19 Inter League Coordinator will establish local rules.

LAKE MARY LITTLE LEAGUE
FALL 2025 LOCAL RULES
INTERMEDIATE DIVISION
District 19 Inter League Coordinator will establish local rules.

LAKE MARY LITTLE LEAGUE
FALL 2025 LOCAL RULES
JUNIORS DIVISION
District 19 Inter League Coordinator will establish local rules.

LAKE MARY LITTLE LEAGUE
FALL 2025 LOCAL RULES
ROOKIES SOFTBALL DIVISION
District 19 Inter League Coordinator will establish local rules.

LAKE MARY LITTLE LEAGUE
FALL 2025 LOCAL RULES
MINOR SOFTBALL DIVISION
District 19 Inter League Coordinator will establish local rules.

LAKE MARY LITTLE LEAGUE
FALL 2025 LOCAL RULES
MAJOR SOFTBALL DIVISION
District 19 Inter League Coordinator will establish local rules.

LAKE MARY LITTLE LEAGUE
FALL 2025 LOCAL RULES
SENIOR SOFTBALL DIVISION
District 19 Inter League Coordinator will establish local rules.