

6 Local Rules

The following sections contain general league rules in addition to division-specific rules for play within Lake Norman Little League. These Local Rules apply for all intraleague games. Divisions participating in a district schedule shall abide by the Local Rules defined by the district. These Local Rules are NOT meant to replace, or override, any Little League International regulations, rules, or policies.

6.1 General League Rules

6.1.1 Field Reservations / Permits

Field reservations or permits provide the league with priority use of town facilities over other groups within the prescribed dates and times. League sanctioned activities generally include:

- Skills evaluations
- Coach and player clinics
- Team practices and scrimmages
- Regular and post-season tournament games
- All-Star tournament team practices and games
- Any other activity approved in advance by the Board of Directors.

6.1.2 Number of Players

All Baseball and Softball teams must field a minimum of nine defensive players each inning. In the Minor League divisions, teams may field four outfielders for a maximum of ten defensive players each inning. Any team that has only eight players available may borrow one defensive player from the opponent each inning to field nine. The borrowed defender must be the opponent's last batter in the order for that given inning and must occupy an outfield position. No out shall be recorded for the missing ninth batter when the team of eight players is batting.

If any Baseball or Softball team has less than eight players available for a scheduled regular season game, the Team Manager must notify the Division Commissioner and the opposing Team Manager at least 24 hours in advance to reschedule the game for another date. If the Team Manager fails to make this notification 24 hours in advance or arrives at the game with less than eight players, the game shall be forfeited. **End of season tournament games are not eligible to be rescheduled.**

6.1.3 Umpires

In Tee Ball, coaches shall act as umpires and always maintain control of the game. All Baseball and Softball games are assigned paid or volunteer umpires.

6.1.4 Dugout Assignments

Unless otherwise marked on the dugout fence, the third base dugout shall be the home team's dugout.

6.1.5 Pregame Warmups

Teams are not allowed to take batting practice on the field prior to any game, except for soft toss into portable nets. Teams may utilize batting cages for up to 15 minutes each. Infield practice must be completed five minutes before game time with each team allowed ten minutes of infield practice (visitors practice first).

6.1.6 Game Start Times

Weeknight games typically start between 6:00 pm to 8:00 pm. The starting time for weekend games shall be decided by the Board of Directors when the schedule is adopted each season. The

umpire announces the game start time prior to the first at bat and is the official timekeeper. The official scorekeeper notes the game start time in the scorebook. In the case of game stoppage for any reason, the game clock is not stopped.

6.1.7 Start of a New Inning

A new inning shall be considered underway immediately upon the last out or last batter of the previous inning. Once an inning is started it will be played to completion. A new inning shall not be started after the time limit has expired, except in the event of a tie. If a regulation game is tied and the time limit has not been reached, extra innings are played. If a game in extra innings is still tied after the time limit expires, one additional inning is played. If no winner is determined, then the game is final and recorded as a tie.

6.1.8 Weather Cancellations

A league representative will notify Team Managers at least 30 minutes prior to game time of a cancellation due to weather. Cancellations due to weather within 30 minutes of game time shall be called at the field of play. Cancelled games will be rescheduled for the earliest available date. During all league sanctioned activities, coaches shall abide by the Lightning Policy and Procedures found in the appendix.

6.1.9 Home Team Responsibilities

The home team must provide field equipment (i.e., batting Tee, pitching machine, game balls) for use by both teams during the game. In addition, the Team Manager in all divisions above Tee Ball must provide an official scorekeeper to maintain the official game record, and a scoreboard operator if field is equipped with a scoreboard. At the conclusion of the game, Team Managers must submit the final game score and pitching records to the Division Commissioner.

6.1.10 Trash Pickup

All participants are responsible for cleaning up trash from the field, dugouts and bleacher areas after each game.

6.1.11 Approved Volunteers Allowed on the Field

A maximum of four approved league volunteers can participate with each team during games. One volunteer must always be in the dugout. Two base coaches are allowed on the field during the game to coach first and third base. The fielding team is allowed one coach on the field directly in front of the dugout unless otherwise directed by the umpires. The fielding team for Tee Ball, machine-pitch baseball divisions, and the Rookies Softball Division is allowed two coaches behind the outfielders during play to direct the defensive players. Otherwise, coaches are not allowed in fair territory, nor allowed to engage umpires until the play is dead and time is called by the umpire. Parents and spectators are not allowed in the dugouts or on the field at any time unless invited to help prepare the field for play or to help an injured player. All parents and spectators are asked to remain outside the ball field fences and not sit or stand behind the back stop or behind the dugout fences.

6.1.12 Bat Rules

For the latest information, review the official Little League bat rules found here:
<https://www.littleleague.org/playing-rules/bat-rules/>

6.1.13 Pitching Machine

The Louisville Slugger Ultimate Pitching Machine is utilized by all machine-pitch divisions of play. A coach must operate the pitching machine.



6.1.14 Pitching Machine Settings

Pitching machine settings differ slightly depending upon the machine model being utilized (blue or black machine). The table below provides the proper spring, release lever, and micro adjustment settings as well as the pitching distance for each machine-pitch divisions of play. Pitching distance is measured from the back tip of the plate to the front bar of the machine.

Division	Spring	Release Lever	Micro Adjustment	Pitching Distance
Cactus	3	4 (blue) 3 (black)	3	30 feet
Grapefruit	8	4 (blue) 3 (black)	3	46 feet

6.1.15 Mandatory Play Rule

This Mandatory Play Rule applies to the Majors Division and below of Baseball and Softball. This rule exceeds the requirements outlined in Little League Regulation IV section (i) for Mandatory Play and applies to every rostered player present at the start of a game except for disciplinary reasons, injury, or sickness. Players will participate in each game batting in a continuous batting order, must play two innings defensively by the fourth inning, and must play a minimum of four innings defensively in a six-inning game. No player may sit out defensively consecutive innings, nor may any player sit defensively twice before another player sits.

6.1.16 Player Disciplinary Rule

A Team Manager may refuse to play a player for disciplinary reasons. The Team Manager must notify the Division Commissioner within 24 hours of the occurrence of disciplinary action. In addition, the Team Manager must notify the player and parents of the disciplinary action as well as the opposing Team Manager.

6.1.17 Bat Slinging Rule

Players shall get one warning for slinging the bat. Any subsequent infractions called by the umpire shall be ruled a dead ball, the batter shall be ruled out and all runners will return to their original base. An out shall be recorded in the scorebook.

6.1.18 Postseason Championship Tournament Seeding & Tiebreaker Rules

Divisional seeding for postseason championship tournaments is determined by winning percentage, ranked highest to lowest. When two or more teams finish the regular season with the same winning percentage, the following tiebreaker rules will be used in the order listed until the tie is broken.

1. Regular season head-to-head results
2. Fewest runs allowed for the season
3. Most runs scored for the season
4. Coin flip

6.2 Tee Ball Division Rules

General:

1. This division plays on a 60-foot diamond with a coach-pitching distance of 10-15 feet.
2. Games have a time limit of 1-hour.
3. A regulation game consists of 3-innings of play.

Pitching:

4. A coach may deliver up to five pitches per batter, after which the ball shall be placed on a Tee for the batter to put the ball into play.
5. Another coach is advised to assist the batter, retrieve pitched balls not put into play, and to set the batting tee in place as needed.

Fielding:

6. All players in attendance may participate each inning. There is no minimum or maximum number of fielders required.
7. No player shall play the catcher position.
8. No infielder may start the play any closer than ten feet in front of first and third base.
9. The player positioned at pitcher must start with both feet on the pitching rubber. The pitcher cannot leave the pitching rubber before the ball is hit.
10. Infielders shall be encouraged to throw the ball to the first baseman to make plays at first base rather than rolling the ball or running with the ball to make a play.
11. Outfielders must be positioned in the outfield grass prior to the start of play. Outfielders may not make a play on the infield, but rather, must throw or hand the ball to an infielder.
12. Defensive players shall not chase after a runner to record an out. Except in a normal rundown, defensive players are expected to throw the ball to make a play on the runner.
13. Coaches shall rotate players defensively so that they do not play the same position more than once per game. Coaches are encouraged to rotate players during innings if opportunities present themselves to align players at positions where batted balls are often fielded (pitcher, first base, second base).

Batting:

14. All players in attendance bat in a continuous order each inning.
15. On deck batters are **NOT** allowed.
16. Bunting and slashing are **NOT** allowed.
17. No outs or runs are recorded.

Base Running:

18. Base runners advance only one base at a time except for the last batter of the inning who can round the bases.
19. There are no base runner advancements on overthrows of any base.
20. Head-first sliding while advancing is **NOT** allowed.
21. Leadoffs and Base Stealing are **NOT** allowed.

6.3 Minor League Baseball – Cactus Machine-Pitch Division Rules

General:

1. This division plays on a 60-foot diamond with a machine-pitching distance of 30 feet.
2. All players in attendance must participate per the Mandatory Play Rule.
3. On deck batters are **NOT** allowed.
4. No new inning may start after the game time limit of 1 hour and 45 minutes.
5. A regulation game consists of 6-innings of play. A game is official after 4-innings of play.
6. If a team is ahead by 15 runs after 3-innings or 10 runs after 4-innings, the game shall end and is considered official.

Pitching:

7. The pitching machine is operated by a coach to pitch the ball.
8. The pitching coach may deliver up to five pitches to each batter.
9. The batter is ruled out after three strikes or if the ball is not put into play after five pitches.
10. The batter is entitled to subsequent pitches if the last pitch is fouled and not caught.
11. The pitching machine coach may only coach the batter while he/she is in the batter's box. Once the batter puts the ball into play, the pitching coach must stop coaching and allow the base coaches to communicate with the base runners.

Fielding:

12. In a regular 6-inning game, no player may play more than three innings at the same position in one game, including pitchers and catchers. If a game goes into extra innings, a player may return to any position with no further defensive rotation restriction.
13. No player is required to play the catcher position. Instead, teams are permitted to field 5 outfielders.
14. Outfielders must be positioned in the outfield grass prior to the start of play. Outfielders may not make a play on the infield, but rather, must throw the ball to the infield on any batted ball that is fielded.
15. The player positioned as pitcher must play to the right or left side of the pitching machine within one foot of the pitching machine. The pitcher should only move forward once the ball has been hit. The pitcher should attempt a throw to a base or home plate to record an out.

Batting:

16. All players in attendance bat in a continuous order.
17. Bunting and slashing are **NOT** allowed.
18. The dropped 3rd strike rule is **NOT** in effect.
19. The infield fly rule is **NOT** in effect.
20. The hit-by-pitch rule does **NOT** apply.
21. The side is retired after three outs, when all players on the roster have batted one time in the half-inning, or when the offensive team scores five runs.

Base Running:

22. Base runners may not advance once a ball is returned to the infield unless the base runners are more than halfway to the next base.
23. There are no base runner advancements on overthrows of any base.
24. Head-first sliding while advancing is **NOT** allowed. Violations will result in the runner being called out.
25. Leadoffs and base stealing are **NOT** allowed.

6.4 Minor League Baseball – Grapefruit Machine-Pitch Division Rules

General:

1. This division plays on a 60-foot diamond with a machine-pitching distance of 46 feet.
2. All players in attendance must participate per the Mandatory Play Rule.
3. On deck batters are **NOT** allowed.
4. No new inning may start after the game time limit of 1 hour and 45 minutes.
5. A regulation game consists of 6-innings of play. A game is official after 4-innings of play.
6. If a team is ahead by 15 runs after 3-innings or 10 runs after 4-innings, the game shall end and is considered official.

Pitching:

7. The pitching machine is operated by a coach to pitch the ball.
8. The pitching coach may deliver up to five pitches to each batter.
9. The batter is ruled out after three strikes or if the ball is not put into play after five pitches.
10. The batter is entitled to subsequent pitches if the last pitch is fouled and not caught.
11. The pitching coach may only coach the batter while he/she is in the batter's box. Once the batter puts the ball into play, the pitching coach must stop coaching and allow the base coaches to communicate with the base runners.

Fielding:

12. In a regular 6-inning game, no player may play more than three innings at the same position in one game, including pitchers and catchers. If a game goes into extra innings, a player may return to any position with no further defensive rotation restriction.
13. It is recommended that teams field a player as catcher, but it is not a requirement.
14. The player positioned as pitcher must play to the right or left side of the pitching machine within one foot of the pitching machine. The pitcher should only move forward once the ball has been hit. The pitcher should attempt a throw to a base or home plate to record an out.

Batting:

15. All players in attendance bat in a continuous order.
16. Bunting and slashing are **NOT** allowed.
17. The dropped 3rd strike rule is **NOT** in effect.
18. The infield fly rule is **NOT** in effect.
19. The hit-by-pitch rule does **NOT** apply.
20. The side is retired after three outs, when all players on the roster have batted one time in the half-inning, or when the offensive team scores five runs.

Base Running:

21. The fielding team must stop the lead runner or get the third out. Once forward progress of the lead runner is stopped, time is called. Any trailing runner more than halfway to the next base may advance if the next base is open.
22. Base runners may attempt to advance only **ONE BASE** at their own risk on overthrows of any base, even if a subsequent throw is also an overthrow.
23. Head-first sliding while advancing is **NOT** allowed. Violations will result in the runner being called out.
24. Leadoffs and base stealing are **NOT** allowed.

6.5 Minor League Baseball – AAA Division Rules

General:

1. This division plays on a 60-foot diamond with a pitching distance of 46 feet.
2. All players in attendance must participate per the Mandatory Play Rule.
3. On deck batters are **NOT** allowed.
4. No new inning may start after the game time limit of 1 hour and 45 minutes.
5. A regulation game consists of 6-innings of play. A game is official after 4-innings of play.
6. If a team is ahead by 15 runs after 3-innings or 10 runs after 4-innings, the game shall end and is considered official.

Pitching:

7. Players shall pitch the ball to batters.
8. Coaches must abide by the pitch count limits and rest requirements outlined in “Regulation VI – Pitchers” within the Little League Baseball Rulebook.
9. Intentional walks are **NOT** allowed.
10. The penalty for an illegal pitch is a ball.

Fielding:

11. In a regular 6-inning game, no player may play more than three innings at the same position in one game, including pitchers and catchers. If a game goes into extra innings, a player may return to any position (except the pitcher position) with no further defensive rotation restriction.

Batting:

12. All players in attendance bat in a continuous order.
13. Bunting is permitted; however, slashing is **NOT** allowed.
14. The dropped 3rd strike rule is **NOT** in effect.
15. The infield fly rule is in effect.
16. A batter hit by a pitched ball shall be awarded first base.
17. The side is retired after three outs, when all players on the roster have batted one time in the half-inning, or when the offensive team scores five runs.

Base Running:

18. Base runners may not advance unless they are more than halfway to the next base once an infielder has possession of the ball on the pitching mound.
19. Base runners may attempt to advance at their own risk on overthrows of any base.
20. Base runners may advance home on any play **EXCEPT** on wild pitches, passed balls, or on a ball thrown back to the pitcher and caught cleanly.
21. Head-first sliding while advancing is **NOT** allowed. Violations will result in the runner being called out.
22. Leadoffs are permitted after the ball reaches the batter.
23. Base stealing is permitted.
24. A courtesy runner is permitted for the pitcher and/or catcher of record with two outs. The courtesy runner should be the player in the batting order who made the last out.

6.6 Little League Baseball – Majors Division Rules

General:

1. This division plays on a 60-foot diamond with a pitching distance of 46 feet.
2. All players in attendance must participate per the Mandatory Play Rule.
3. On deck batters are **NOT** allowed.
4. No new inning may start after the game time limit of 2 hours.
5. A regulation game consists of 6-innings of play. A game is official after 4-innings of play.
6. If a team is ahead by 15 runs after 3-innings or 10 runs after 4-innings, the game shall end and is considered official.

Pitching:

7. Players shall pitch the ball to batters.
8. Coaches must abide by the pitch count limits and rest requirements outlined in “Regulation VI – Pitchers” within the Little League Baseball Rulebook.
9. Intentional walks are **NOT** allowed.
10. The penalty for an illegal pitch is a ball.

Fielding:

11. There are no restrictions regarding defensive positioning or rotations.

Batting:

12. All players in attendance bat in a continuous order.
13. Bunting is permitted; however, slashing is **NOT** allowed.
14. The dropped 3rd strike rule is in effect.
15. The infield fly rule is in effect.
16. A batter hit by a pitched ball shall be awarded first base.
17. The side is retired after three outs.

Base Running:

18. Base runners may not advance unless they are more than halfway to the next base once an infielder has possession of the ball on the pitching mound.
19. Base runners may attempt to advance at their own risk on overthrows of any base.
20. Head-first sliding while advancing is **NOT** allowed. Violations will result in the runner being called out.
21. Leadoffs are permitted after the ball reaches the batter.
22. Base stealing is permitted.
23. A courtesy runner is permitted for the pitcher and/or catcher of record with two outs. The courtesy runner should be the player in the batting order who made the last out.

6.7 Minor League Softball – Rookies Division Rules

General:

1. This division plays on a 60-foot diamond with a pitching distance of 30 feet.
2. All players in attendance must participate per the Mandatory Play Rule.
3. On deck batters are **NOT** allowed.
4. No new inning may start after the game time limit of 1 hour and 30 minutes.
5. A regulation game consists of 6-innings of play. A game is official after 4-innings of play.
6. If a team is ahead by 15 runs after 3-innings or 10 runs after 4-innings, the game shall end and is considered official.

Pitching:

7. A player will pitch during the 1st inning of play, then a coach will pitch the remainder of the game. Each time the player-pitcher reaches four balls on the batter, the batting team is allowed a coach to deliver up to three pitches to the batter. The player-pitcher shall return for subsequent batters.
8. Balls and strikes do not carry forward from the player to the coach-pitcher.
9. Beginning in the 2nd inning, the coach-pitcher may deliver up to five pitches to each batter.
10. The coach-pitcher must attempt to deliver a flat pitch. A coach-pitch in excess of a four-foot arc, in the umpire's judgement, shall count against the batter as one of their allowed number of coach-pitches.
11. The batter will be ruled out after three strikes or if the ball is not put into play after the allowed number of coach-pitches.
12. The batter is entitled to subsequent pitches if the last pitch is fouled and not caught.
13. Once the batter puts the ball into play, the coach-pitcher must stop coaching and allow the base coaches to communicate with the base runners. The coach-pitcher must attempt to get out of the way of the player-pitcher. If it is deemed, in the umpires judgement, that the coach-pitcher did not attempt to get out of the way of the player-pitcher, regardless of contact being made with the player, the umpire shall call the batter out for coach obstruction.
14. If a coach-pitcher is struck by a batted ball, the play will be called dead and treated like a foul ball.
15. The penalty for an illegal pitch is a ball.

Fielding:

16. In a regular 6-inning game, no player may play more than three innings at the same position in one game, including pitchers and catchers. If a game goes into extra innings, a player may return to any position (except the pitcher position) with no further defensive rotation restriction.

Batting:

17. All players in attendance bat in a continuous order.
18. Bunting and slashing are **NOT** allowed.
19. The dropped 3rd strike rule is **NOT** in effect.
20. The infield fly rule is **NOT** in effect.
21. A player that is hit-by-pitch may be awarded 1st base or continue the at-bat.
22. The side is retired after three outs, when all players on the roster have batted one time in the half-inning, or when the offensive team scores five runs.

Base Running:

23. Once an infielder has possession of the ball inside the basepath, time is called. Any trailing runner more than halfway to the next base may advance if the next base is open.
24. Base runners may attempt to advance only **ONE BASE** at their own risk on overthrows of any base, even if a subsequent throw is also an overthrow.
25. Head-first sliding while advancing is **NOT** allowed. Violations will result in the runner being called out.
26. Leadoffs and base stealing are **NOT** allowed. All runners must remain in contact with the base until the ball is put in play by the batter. A runner leaving their base before a ball is put into play will be called out.

6.8 Minor League Softball – Minors Division Rules

General:

1. This division plays on a 60-foot diamond with a pitching distance of 35 feet.
2. All players in attendance must participate per the Mandatory Play Rule.
3. On deck batters are **NOT** allowed.
4. No new inning may start after the game time limit of 1 hour and 30 minutes.
5. A regulation game consists of 6-innings of play. A game is official after 4-innings of play.
6. If a team is ahead by 15 runs after 3-innings or 10 runs after 4-innings, the game shall end and is considered official.

Pitching:

7. A player shall pitch. Following four balls to a batter and after there have been three previously walked or hit-by-pitch batters in the inning, the batting team is allowed a coach-pitcher to deliver up to three pitches to the batter. The batter assumes the strike count when the coach-pitcher enters to pitch.
8. The coach-pitcher must be the same person throughout the entire game.
9. The coach-pitcher must attempt to deliver a flat pitch. A coach-pitch in excess of a 4-foot arc, in the umpire's judgement, shall count against the batter as one of their allowed number of coach-pitches.
10. The batter will be ruled out after three strikes or if the ball is not put into play after the allowed number of coach-pitches.
11. The batter is entitled to subsequent pitches if the last pitch is fouled and not caught.
12. The player-pitcher returns to pitch with the next batter. The coach-pitcher returns to pitch each time four balls are delivered to subsequent batters during that inning.
13. Once the batter puts the ball into play, the coach-pitcher must stop coaching and allow the base coaches to communicate with the base runners.

Fielding:

14. In a regular 6-inning game, no player may play more than three innings at the same position in one game, including pitchers and catchers. If a game goes into extra innings, a player may return to any position with no further defensive rotation restriction.

Batting:

15. All players in attendance bat in a continuous order.
16. Bunting and slashing are permitted.
17. The dropped 3rd strike rule is **NOT** in effect.
18. The infield fly rule is in effect.
19. A batter hit by a pitched ball shall be awarded first base.
20. The side is retired after three outs, when all players on the roster have batted one time in the half-inning, or when the offensive team scores five runs.

Base Running:

21. Base runners may not advance unless they are more than halfway to the next base once the pitcher has possession of the ball within the pitching circle.
22. Base runners may attempt to advance at their own risk on overthrows of any base.
23. Base runners may advance home on any live ball play, including wild pitches, passed balls, and throws back to the pitcher, or throws to any base.
24. Head-first sliding while advancing is **NOT** allowed. Violations will result in the runner being called out.
25. Leadoffs are permitted after the ball reaches the batter.
26. Base stealing is permitted.
27. A courtesy runner is permitted for the pitcher and/or catcher of record with two outs. The courtesy runner should be the player in the batting order who made the last out.

6.9 Little League Softball – Majors Division Rules

General:

1. This division plays on a 60-foot diamond with a pitching distance of 40 feet.
2. All players in attendance must participate per the Mandatory Play Rule.
3. On deck batters are **NOT** allowed.
4. No new inning may start after the game time limit of 1 hour and 30 minutes.
5. A regulation game consists of 6-innings of play. A game is official after 4-innings of play.
6. If a team is ahead by 15 runs after 3-innings or 10 runs after 4-innings, the game shall end and is considered official.

Pitching:

7. Players shall pitch the ball to batters.
8. Pitchers are limited to pitching a maximum of 4-innings per day.
9. Coaches must abide by the rest requirements outlined in “Regulation VI – Pitchers” within the Little League Softball Rulebook.
10. The penalty for an illegal pitch is a ball.

Fielding:

11. There are no restrictions regarding defensive positioning or rotations.

Batting:

12. All players in attendance bat in a continuous order.
13. Bunting and slashing are permitted.
14. The dropped 3rd strike rule is in effect.
15. The infield fly rule is in effect.
16. A batter hit by a pitched ball shall be awarded first base.
17. The side is retired after three outs.

Base Running:

18. Base runners may not advance unless they are more than halfway to the next base once an infielder has possession of the ball within the pitching circle.
19. Base runners may attempt to advance at their own risk on overthrows of any base.
20. Head-first sliding while advancing is **NOT** allowed. Violations will result in the runner being called out.
21. Leadoffs are permitted after the ball leaves the pitcher’s hand.
22. Base stealing is permitted.
23. A courtesy runner is permitted for the pitcher and/or catcher of record with two outs. The courtesy runner should be the player in the batting order who made the last out.