

# LAMPREY RIVER LITTLE LEAGUE

## • LRLL •

### 2024

## LOCAL RULES

### I. RULES OF PLAY

**Section A:** Rules of play are published each year by Little League Baseball, Incorporated.

**Section B:** Exceptions or revisions of these rules must be approved by the LRLL Board of Directors and be adopted by a majority vote of equal to or greater than 2/3 of all voting members.

### II. MEETINGS OF THE BOARD OF DIRECTORS

**Section A:** Board meetings shall be open to all league members provided that a majority of the Board may convene an executive session.

**Section B:** League business may be conducted only at a meeting where a quorum is present (equal to or greater than 2/3 of voting members).

**Section C:** Each Board member shall be notified of time and place of each meeting unless that member cannot be reached; in that case, the appropriate auxiliary will be notified.

**Section D:** Each auxiliary shall have the right to appoint an alternate member to the Board of Directors in the event that a regular member cannot attend a meeting, provided the alternate is otherwise qualified to be a Board member.

**Section E:** Voting membership to the Board of Directors shall be allocated one per town.

### III. STANDING COMMITTEES

**Section A:** LRLL will have a representative from the Board of Directors act as coordinators. Each auxiliary will also have local coordinators. The coordinators will form committees for each level of play, consisting of all its team managers. They will coordinate play and suggest rules of play and operation to the Board of Directors.

### IV. LRLL CHAMPIONSHIP SERIES / PLAYOFFS

**Section A:** Competitive Levels – Major Baseball will participate in an end of the season championship series / playoff to determine an overall champion for each level.

- 1) The League Champion will be the team from each respective level that wins the Championship Series / playoff.
- 2) All teams will participate in the Championship Series / playoff.

- 3) An effort will be made to schedule based on their standard playing schedule during the regular season. i.e., If Majors Baseball regularly plays on Tuesdays and Thursdays, then, their Championship Series / playoff scheduling will also be on Tuesdays and Thursdays. If a team cannot field a team for the championship series, the issue must be referred to the Board of Directors for resolution and scheduling.
- 4) The format for the Championship Series will be determined based on the number of teams in the league. If less than 5 teams a standard double elimination tournament will be conducted; otherwise a single elimination tournament with a best of 3 final will be conducted with fixed brackets based on how the teams finished the regular season:
  - a) Championship Round: The Championship Series will consist of the final two teams from the previous rounds. They will compete in a best of three game series to determine the champion.
    - i. Game locations to be determined by a vote of the Board of Directors annually.
    - ii. Highest seed is the home team game 1 & 3. Lowest seed is home team game 2.
  - b) Pitching Restrictions: The Championship Series will observe regular pitching limitations as prescribed by Little League.
  - c) Seeds: Seeds will be determined on their respective standing based on their record during the regular season. The following tie breakers will be applied in order; for a tie breaker to end, it must resolve all teams involved in a tie:
    - i. Tie Breaker 1: Won-lost record based on head-to-head competition between all teams affected.
    - ii. Tie Breaker 2: Results of head-to-head match-up(s) during regular season play.
    - iii. Tie Breaker 3: Runs allowed (defensive) based on head-to-head competition between all teams affected.
    - iv. Tie Breaker 4: Runs allowed (defensive) for the teams affected during the entire regular season.
  - d) Umpires: Umpires for each game shall be selected by the Board of Directors from a pool provided by each auxiliary. The selected umpiring crew should be from neutral auxiliaries, whenever possible.

## **V. ALL-STAR TEAM**

**Section A:** All-star teams shall be selected to represent LRLI in the Little League sanctioned tournament(s).

**Section B:** The All-star team manager shall be selected by the Board of Directors.

**Section C:** The manager shall pick the remaining coaches from the ranks of qualified current Division League managers and coaches

**Section D:** When umpires must be provided by LRLI to participate in post-season play, they shall be chosen by the Umpire-In-Chief (UIC) or Player Agent, should the UIC be unavailable to do so. The Board of Directors should be provided with a list of eligible participants and/or volunteers from each auxiliary.

## **VI. LRLI LOCAL LEAGUE RULES**

### **RULE 1: Major League Roster Size – Major League**

LL Rule: III – The Teams (a)

LL Rule: ...*No team may have more than 15 players (18 for Big League) or less than 10. Minor League and Tee Ball: There will be no minimum or maximum established at the Minor League and Tee Ball levels.*

### **RULE 2: Age Guidelines**

LL Rule: III – The Teams (c)

LL Rule: *Local League must establish the age structure for the Minor League Division. The Minor League may be sub-divided into Minor League Coach Pitch, Minor League Machine Pitch and/or Minor League Player Pitch divisions with the method for division determined by the local Little League Board of Directors.*

LRLI Rule: Minor League shall be broken into three categories: Farm League-Single A in which the coaches pitch and Minor League-Double A & Triple A in which the players pitch. The ages grouping guidelines shall be as follows:

<b>DIVISION</b>	<b>MINIMUM AGE</b>	<b>MAXIMUM AGE</b>
TeeBall	4	6
A	6*	8
AA	7	10
AAA	9	11**
Major	10	12
Intermediate	11	13
*Denotes Little League rule that a player may play in Minor/A provided that they have played at least one year in T-Ball **Any player above age 11 wishing to only compete in Minor league baseball must have a signed waiver presented to the LRLI Board of Directors prior to team selection		

### **RULE 3: Tracking Pitches – All Baseball Levels**

LL Rule: VI – Pitchers

LL Rule: (e) *Each league must designate the scorekeeper or another game official as the official pitch count recorder.*

LRLI Rule: (e) The scorer for the home team is designated as the official scorer for the game and is accountable for maintaining the official pitch count during the game. The scorer for the home team and the scorer for the visiting team each have the responsibility to compare and synchronize the pitch counts each full inning and report

any discrepancies to the Umpire-In-Chief. If any discrepancies arise, the official scorer is the official book.

The winning manager is responsible for reporting the score of the game to the league website ([www.leaguelineup.com/lampreyriverbaseball](http://www.leaguelineup.com/lampreyriverbaseball)) including all pitchers and pitch counts by midnight Eastern Standard Time of that day.

#### **RULE 4: Game Time Limits**

For (A) and (AA) levels – All games (weeknight & weekend). No new inning will begin 90 minutes after the start of the game. Start time will be agreed upon during meeting between coaches and umpire using the time from home teams cell phone. New inning begins the moment the previous inning ends.

For AAA level – Games that begin between 6 pm on Sunday through Thursday no new inning will begin 90 minutes after the start of the game. Start time will be agreed upon during meeting between coaches and umpire using the time from home teams cell phone. Games that begin on Friday, Saturday and Sunday no new inning shall begin 2.5 hours after the game time (all efforts will be made to avoid back-to-back games).

For Majors & Intermediate level – No time limit on weekend games. On weeknights no new inning will begin 105 minutes after the start of the game.

#### **RULE 5: Continuous Batting Order and Free Substitution – Tee Ball, A, AA, AAA & Majors Baseball**

LL Rule: 3.03

LRL Rule: For T-Ball, Farm-A, Minor-AA, Minors-AAA & Majors a continuous batting order and free substitution may be used (in lieu of the Mandatory Play Rule – Regulation IV (i)) provided that each player plays a **minimum of 6 defensive outs** and has 1 at bat. The free substitution does not apply to the pitching position. Rules regarding the substitution of the pitcher and innings allowed remain as stated in the LL Rule Book.

#### **RULE 6: Postponement / Suspension Authority – All Baseball Levels**

LL Rule 3.10 – Postponing or suspending a game

LL Rule: *(a) The managers of both teams shall agree on the fitness of the playing field before the game begins. In the event that the two managers cannot agree, the president or a duly delegated representative shall make the determination.*

*(b) The Umpire-In-Chief shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field: as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. **Said umpire shall not call the game until at least 30 minutes after play has been suspended.** The umpire may continue the suspension as long as there is a chance to resume play.*

LRL Rule: (a) The managers of both teams shall agree on the fitness of the playing field before the game begins. In the event that the two managers cannot agree, the president or a duly delegated representative shall make the determination.

(b) The Umpire-In-Chief shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field, **as well as darkness**; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. **Said umpire shall not call the game until at least 30 minutes after play has been suspended.** The umpire may continue the suspension as long as there is a chance to resume play.

#### **RULE 7: Starting Times – All Baseball Levels**

LL Rule: 4.00 – Starting a Game

LRL Rule: All weekday games shall start no later than 6:00 pm.

#### **RULE 8: Runs per Inning – A & AAA Baseball**

LL Rule: 4.10 – Regulation Game-addition

LL Rule:

LRL Rule: The maximum number of runs allowed per half inning will be five (5).

#### **RULE 9: Runs per Inning – Minors-AA Baseball**

LL Rule: 4.10 – Regulation Game-addition

LRL Rule: The maximum number of runs allowed per half inning will be three (3).

#### **RULE 10: Postponed Games; Make-Up Requirements**

LL Rule: 4.12 – Addendum

LL Rule: *Responsibilities in postponed and suspended games.*

LLRL Rule: All make up games should be rescheduled no later than the first Sunday after the cancellation (when feasible). The home team is also responsible for notification to league scheduler, Town Coordinator and League President. If one or both teams cannot accommodate, then both town coordinators should be notified in order to finalize a resolution. All tie games will remain as ties for the regular season. Any game that goes less than four innings should be resumed at the point it ended. Any exceptions must be approved by the Board of Directors. This applies for all levels!

#### **RULE 11: Protesting Games-Responsibilities**

LL Rule: 4.19 – Protesting games

LL Rule: *Procedure for protesting games.*

LRL Rule: Protests will be heard as per Little League rules. Written documentation by both the Umpire-In-Chief and protesting manager is the responsibility of the protesting manager.

This applies for all levels!

**RULE 12: Use of 8 (or less) Players – Major Baseball**

LRL Rule: A team is permitted to start and finish a game with 8 (or less) players. A penalty for 8 (or less) players in a lineup **WILL NOT** be assessed. This is also applicable when a player is injured during the game and cannot be replaced. A fictitious batter is not to be used as the form of a penalty/out.

**RULE 13: Single A Level-Number of Pitches – Single A Baseball**

LL Rule: None

LL Rule: N/A

**LRL Rule: At the single A level, the maximum number of pitches offered by the pitching adult to a batter will be 10. Batters may strike out, but not on a foul ball. Only swings and misses count as strikes.**

**RULE 14: – Registration and Number of Teams – Major Baseball**

LRL Rule: The following shall determine the minimum number of Major League teams by auxiliary:

<b>NUMBER OF REGISTERED 10-12 YEAR OLDS</b>	<b>NUMBER OF MAJOR LEAGUE TEAMS</b>
13 to 52	1
53 to 91	2
92 to 130	3
131 to 169	4

**RULE 15: – Residential Requirements**

LRL Rule: Prior to the start of the regular season games, all league coordinators will be required to submit complete rosters with official addresses for all players. The President will ensure that all players fall within league boundaries and are able to compete for the towns for which they represent. All players must play for the town that they reside in unless an official waiver has been requested by the parents/guardians of the player and approved by the Lamprey River Board of Directors.

**RULE 16: – Courtesy Runner:**

LRL: Adopting the Little League Baseball rule (2.00, 3.04 & 7.14) allowing a courtesy runner for the pitcher and/or catcher of record when there are two (2) outs during the regular season. A courtesy runner is a player not currently in the batting order who may become a base runner for the pitcher and/or catcher provided there are two (2) outs in the half inning. A player whose name is on the team's batting order may not become a substitute runner for another member of the team. Neither the pitcher nor the catcher is subject to removal from the lineup. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game. A courtesy runner must be reported to the plate umpire. **Exception:** If the continuous batting order is used or a team has 9 or less players available for the game, the "courtesy runner" may be in the team's batting order and must be the player in the batting order who made the last out.

**VII. MEETINGS OF THE BOARD OF DIRECTORS**

**Section A:** These by-laws may be amended by two-thirds (2/3) majority vote of the Board of Directors provided that the amendment is presented at a Board of Directors meeting prior to the meeting when it is being enacted. Therefore, the final amendment of these rules must be approved via a two-stage process:

- a) Presentation and 2/3 majority approval during Meeting 1.
- b) Ratification by 2/3 majority vote during Meeting 2.

This allows for members of the Board of Directors to present and debate the proposed amendments to their auxiliary prior to final ratification.

## Evaluation Guide

League Age	Assessment (Rating within League age group)	Probable placement
<b>Under 6</b>	Exceptional	Single A
	Proficient	Tee-Ball
	Lower 33% of those assessed	Tee-Ball
	Developmentally Challenged	Tee-Ball
<b>League age 6</b>	Exceptional	Single A
	Proficient	Single A
	Lower 33% of those assessed	Single A if Tee-ball has been played already
	Developmentally Challenged	Tee-Ball
<b>League age 7</b>	Exceptional	Double A
	Proficient	Single A
	Lower 33% of those assessed	Single A
	Developmentally Challenged	Single A
<b>League age 8</b>	Exceptional	Double A
	Proficient	Double A
	Lower 33% of those assessed	Double A
	Developmentally Challenged	Single A - Judgment call
<b>League age 9</b>	Exceptional	Triple A
	Proficient	Double A
	Lower 33% of those assessed	Double A
	Developmentally Challenged	Double A
<b>League age 10</b>	Exceptional	Triple A
	Proficient	Triple A
	Lower 33% of those assessed	Triple A
	Developmentally Challenged	Double A - Judgment call
<b>League age 11</b>	Exceptional	Majors
	Proficient	Majors
	Lower 33% of those assessed	Majors
	Developmentally Challenged	Triple A - Judgment call
<b>League age 12</b>	Exceptional	Majors
	Proficient	Majors
	Lower 33% of those assessed	Majors
	Developmentally Challenged	Triple A- Waiver required

**Notes:**

- These are guidelines. They are intended to be applied loosely in order to maintain competitiveness at all lower levels in Lamprey River.
- Each player should be evaluated on a case-by-case basis and at times, bubble players will need to be promoted (encouraged) or held back (discouraged) to make team sizes work.
- Waivers down to be considered only in extreme situations. Towns considering this are required to complete a waiver request and submit for board approval.
- Waivers up not to be considered outside of guide noted above.
- Please note the placements above are subject to town evaluations (for league ages 10, 11 and 12 year old players to be evaluated together from all towns).



## 2024 Lamprey River Little League Single "A" Rules

- 3 outs or 5 runs per inning. Whichever occurs first.
- 3 swinging strikes per out. Foul balls **do not** count as strikes.
- Maximum of **10 pitches** per batter.
- Score is **not** kept.
- Coach pitch only.
- More than 3 kids can play the outfield.
- Runner can take an additional base if ball is hit to the outfield in the air.
- Once fielder picks up ball runners cannot advance.
- **Game length: Six innings with no new innings starting after 1 ½ hours (90 minutes).**
- Only the current batter will have a bat and can only swing in batter's box.
- Home team provides 2 Little League (RS or RS-T) games balls (do not bring extra balls and/or buckets onto the field).
- Any player thrown out, tagged out or forced out should be removed from the bases and recorded as an out.
- Coaches are encouraged to be on the field instructing players while on defense.
- As a "Best Practice" smaller teams of no more than 9 players is recommended.

## 2024 Lamprey River Little League Double "AA" Rules

- Drop 3<sup>rd</sup> strike rule will **not** apply.
- 3 run limit per inning. No exceptions. No open innings.
- Runners can steal home as often as they would like (steals are unlimited unless coach is pitching).
- Coach pitch: After every three consecutive walks by a player pitcher a coach will come in to pitch to the next batter. After that batter has completed a full at-bat the coach will return to the dugout.
  - The coach who is pitching will be from the team that is at bat.
  - The player pitcher will remain behind, to the right or left of the pitcher on the field.
  - This is in effect for the entire game.
  - Anytime a coach pitches from the pitching plate/rubber (coach must stay within 10 feet of the pitching rubber).
  - A hit by pitch is included as a walk.
  - When coaches are pitching steals are no longer permitted.
- Delayed steals are illegal.
- Continuous batting order will be used.
- Pitch counts are in effect. Coaches should be familiar with rules listed under rule VI in the current year Little League Rule Book.
- Standings are not kept at this level. Development of players, learning the game, should be priority. Wins-Losses will not be kept. Playoff seedings will be determined at random.
- Home team manager is responsible for reporting pitches and pitch counts on our league website ([www.leaguelineup.com/lampreyriverbaseball](http://www.leaguelineup.com/lampreyriverbaseball)) by midnight Eastern Standard Time of that day.
- All games should start no later than 6 PM and no new inning should begin 90 minutes after the start of the game. If an inning is unable to be completed, please revert to the score at the end of the previous full inning.

## 2024 Lamprey River Little League Triple "AAA" Rules

- Continuous batting order will be used.
- The winning manager is responsible for reporting the score of the game to the league website ([www.leaguelineup.com/lampreyriverbaseball](http://www.leaguelineup.com/lampreyriverbaseball)) including all pitchers and pitch counts by midnight Eastern Standard Time of that day.
- Standings, Wins-Losses, will be kept at this level.
- 5 run limit per inning. No exceptions. No open innings.
- Games that begin between 6 pm on Sunday through Thursday no new inning will begin 90 minutes after the start of the game. Start time will be agreed upon during meeting between coaches and umpire using the time from home teams cell phone. Games that begin on Friday, Saturday and Sunday no new inning shall begin 2.5 hours after the game time (all efforts will be made to avoid back-to-back games).