



2010 Lemont Little League Rules

Updated 2/28/2010

**2010 LOCAL RULES
LEMONT LITTLE LEAGUE**

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I. TRY-OUTS

A. As of 2007, tryouts used as a method for team selection at the BMA, BJR, GMA and GSR levels have been replaced by the rating system method of selection (see II. ROSTER CREATION, below).

II. ROSTER CREATION.

A. Rosters for all divisions above TBall, where possible, will be selected using player ratings from the previous year. Team balancing is the ultimate goal. Division Coordinators, with review and approval by the Division Vice-Presidents, will be responsible for creating the team rosters.

III. PLAYING IN ANOTHER DIVISION

A. Players may request to play-up to the next (older) division, but no “two-year” jumps will be allowed. The division Vice President must approve all players “playing up”.

B. Players may request to play down to the next lower (younger) division, except from Junior/Senior divisions. The division Vice President must approve all players “playing down”.

IV. ROSTER REPLACEMENTS – Girls Only

A. If a Major League player quits or is released from a team during the season, the manager may fill her roster with an eligible player from the Minor league within one week.

B. In the Major league, to become a permanent player on a team, a player must be included on the roster for a minimum of two full weeks, according to the original roster, or play a minimum of 4 games. Temporary, late season call-ups may be used in an emergency, but must be approved by the League Vice-President or the President.

V. GAME FORMATS

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A. Games will be scheduled as follows:

1. Saturdays – 9:00am, 11:00pm, 1:00pm, 3:00pm, and 5:00pm.
2. Weekdays - 5:45pm and 7:45pm (Tee Ball 6:00pm).
3. Sunday – 1:00p.m., 3:00p.m.
4. If it is not an official game as defined by Little League rules then it will be resumed at a later date, following the rules set down by Little League (just like a rain out).
5. There will be a maximum of 15 minutes between scheduled games
6. Exceptions to these game time rules:
 - a. In the BJR and BSR leagues, games can be scheduled to start further apart based on field availability, allowing for extra game time

B. League play will begin on the last Saturday in April, except the Senior Leagues.

C. All games must be played when scheduled. In case of rain, field playing conditions will be determined according to rule 3.10, section a, of the official Little League rulebook. Every effort must be made to play the game.

1. The decision regarding whether games can be played during poor field conditions or inclement weather will be made by the League President, Vice-President(s) plus any other elected officer on duty.
2. After the decision has been made to cancel the game, the managers of the involved teams will be notified and a cancellation notice will be recorded on the Little League voicemail.
3. If the threat of lightning exists, all teams must be off the fields to their cars for a minimum of 20 minutes.

D. Rainouts will be scheduled on a first come first serve basis by the managers involved. They shall contact their division Coordinator, Vice-President or designee of the league to arrange for an umpire.

E. Forfeit Rules for Major, Junior and Senior leagues:

1. Any team unable to field a team because of absent players may forfeit the regularly scheduled game. Games will be played with 8 players, but not 7 or less. The following case will be an exception to the rule:

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- a. Direct involvement in school or church activities by players reduces the team to 7 or fewer players. Here, the league Vice-President will reschedule the game.
 2. If after a game is in progress, a team, due to an injury or illness, cannot place the required number of players on the field, the game shall be halted and resumed at the earliest time as decided by the division Coordinator, Vice President or President. The halted game shall be resumed from the exact point at which it was halted in the original game. If the halted game is scheduled to be completed before the next scheduled game between the two teams, a pitcher can pitch in both games in the same day subject to the pitching rules, Regulation VI, of the official Little League Rule Book. The line up and batting order of both teams shall be the same as the line up and batting order at the time the game was halted, subject to the rules governing substitutions. A player who was not in the game before the halting of the original game may replace any player.
 3. In the Girls' Senior league, shared players may be used.
- F. If a situation arises during the season, and it is not covered by a local rule, the following applies:
1. If during a game, the umpire will make the judgment ruling and his decision will be final for that game.
 2. The situation and on-field ruling will be reported to the Little League Board and a decision will be made and become a rule from that point.
 3. If a manager, coach, or umpire does not abide by these rules, it will be reported to the league President and Vice President and disciplinary action may be taken.
 4. Upon receiving an official protest, the President shall appoint a committee of at least three people to hear and resolve the protest. Only the President and Board members may serve on a Protest Committee. Protest Committee will consist of the President, Boys/Girls VP, and the league coordinator from the protested game. Initial hearing will be conducted within 48hrs of protest, with results of protest to be ruled on 24 hours after completion of hearing.

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VI. SUMMARY OF GIRLS' LEAGUE RULES

RULE	KITTEN	MINOR	MAJOR	SENIOR
Innings Played	5	6	6	7
Slaughter-Rule	No	No	10 after 4 th inning, except play-offs.	10 after 5 th inning, except play-offs.
Infield Fly Rule	No	No	Yes	Yes
Dropped 3rd Strike	No	No	No	Yes
Speed Up Rules For Catcher/2 Outs	Yes	Yes	Yes	Yes
Max # Of Runs/Inning (except for last inning)	6	6	6	NA
Bunting	No	Yes	Yes	Yes
Continuous Batting Order	Yes	Yes	Yes	Yes
Lead-Off	No	No	No	Yes
Stealing	No	Yes, when ball crosses the plate. No stealing of home	Yes, when ball crosses the plate.	Yes.

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VII. GIRLS' KITTEN LEAGUE RULES

GENERAL

- Playing field shall be set up as follows: 50' between each base and a distance of 35' from the pitchers mound to home plate.
- Base lines, out-of-bounds lines, batter's box and bases shall be prepared before all games by the home team.
- Each game shall consist of 5 innings. An official game shall consist of 3 full innings. The game will be over after 1:45 (one hour and forty five minutes) from the official scheduled starting time of the game regardless of the situation and reverts back to the previous full inning.
- There are no forfeits. All games must be played.
- Each team manager shall be solely responsible for the actions of his players and/or spectators as well as coaches. Maintain decorum at all times.

DEFENSE

- Free substitution is allowed at all defensive positions.
- Players must rotate positions and must play 2 innings in the infield.
- All players must not sit-out more than 2 innings and cannot sit-out defensively in consecutive innings.
- No player shall be omitted from the starting defensive lineup in two consecutive games attended.
- It is optional for 5 players in the infield and 4 in the outfield. A coach can be present in the field.
- No dropped 3rd strike.
- No infield fly rule applies.

PITCHING

- No balls or strikes will be called, as there are no walks.
- The manager or coach shall pitch to their own team all season.
- Each batter shall receive a maximum of 7 pitches. If the batter fails to hit the ball after 7 pitches, the batter shall be called out.

OFFENSE

- A continuous batting order will be used. Once established it cannot be changed or varied, barring injury, in which case the next player in order shall bat.
- Players will be allowed to bat until 6 runs or 3 outs have been achieved, whichever occurs first. In the last regular inning and in any extra innings, the 6 run rule will be waived.
- Batters will receive 3 swings and misses before being called out on strikes. Each of the first 2 strikes shall be a swing and miss, or a swing and a foul. The 3rd strike shall be a swing and miss.
- No running on overthrows. Once a batted ball reaches the infield the batter/runner(s) may advance only to the next base

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- Each team will compare scores after each half inning.
- No base stealing or lead-offs shall be allowed.
- No slaughter rule
- No bunting.

OTHER INFORMATION

- No team shall be allowed to dispute any decision made by an umpire that is a judgment call.
- If a game ends in a tie after 5 innings have been played, and both managers agree, it may go into extra innings; considering weather, daylight, and time restraints.
- The umpire will decide the number of timeouts. (Excessive timeouts called by a manager will warrant a warning from the umpire).
- If a player is present at a game but cannot play because of sickness, injury, or disciplinary reasons, the umpire for that game and the opposing team manager must be informed of this action.
- There is no soft-toss warm-up hitting into the fences, except with wiffle balls.
- For safety, no warm-up swings are permitted during the game.

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VIII. GIRLS' MINOR LEAGUE RULES

GENERAL

- No dropped third strike.
- Games will consist of 6 innings. An official game shall consist of 4 full innings. The game is over after 1:45 (one hour and forty five minutes) from the official scheduled starting time of the game regardless of the situation and reverts back to the previous full inning.
- The 10-run mercy rule does apply after the 4th inning, as per official Little League rules.
- Bases shall be 60 feet. The pitchers mound shall be 35 feet. Field preparations will be the responsibility of the home team.
- Each team manager is solely responsible for the actions of his/her players, coaches, and/or spectators. Maintain decorum at all times.
- A game may be played with a minimum of 8 players if agreed upon by both managers.

DEFENSE

- No infield fly-rule.
- Substitution- A player who has been removed from the game may reenter the game in any position on the field except the pitcher, once removed from the mound, may not return as a pitcher.
- Outfielders have to play on the grass.
- Players must rotate positions and must play 2 innings in the infield.
- No player shall be omitted from the starting defensive lineup in two consecutive games attended.

PITCHING

- A pitcher can only pitch 3 innings in a game.

OFFENSE

- No lead-offs.
- Bunting is allowed. starting 6/1.
- A continuous batting order will be used. Once established it can not be changed or varied barring injury, in which case the next player listed in order shall bat.
- The maximum number of runs per inning will be 5 for innings 1 thru 4. This rule will be waived for the 5th and 6th inning with the game ending at 1:45 (one hour and forty five minutes) as explained above.
- Speed up rules for the catcher after 2 outs.

STEALING

- Stealing will be allowed when the ball reaches the catcher. Maximum steals per inning is 3 not including "live ball" overthrows. "Live ball" is defined as any ball in play not in possession of the

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pitcher in the circle.

- When the pitcher has possession of the ball and in the circle, the play is dead.
- There is no stealing of home.

OTHER INFORMATION

- The 10-year-old manager will be selected to coach the all-star team from Girls Minor Coordinator and Girls Vice President subject to Board approval
- All-Star try-outs will occur for 10-year-olds from the Majors and the Minor leagues that are nominated by Major and Minor league managers. No more than 20 will be invited to try-out. The 10-year-old manager, the 2 coaches, and the league coordinator will conduct the try-outs.
- Manager or coach may go to the mound to visit the pitcher.
- If a player is present at a game but cannot play because of sickness, injury, or disciplinary reasons, the umpire for that game and the opposing team manager must be informed of this action.
- There is no soft-toss warm-up hitting into the fences, except with wiffle balls.
- For safety, no warm-up swings are permitted during the game.

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IX. GIRLS' MAJOR LEAGUE RULES

GAMES

- Each game shall consist of 6 innings. An official game shall consist of 4 full innings.
- A game may be played with a minimum of 8 players.
- The 10- run mercy rule does apply after 4 innings, as per official Little League rules.
- Each team will compare scores after each half inning.
- The game is over after 1:45 (one hour and forty-five minutes) from the official scheduled starting time of the game regardless of the situation and reverts back to the previous full inning.

FIELDS

- Bases shall be 60 feet. The pitchers mound shall be 40 feet as measured from the back of home plate.
- Field preparation will be the responsibility of the home team. Removing bases and pitching rubber is the responsibility of the home team provided there are no further games to be played.

CODE OF CONDUCT

- Each team manager is solely responsible for the actions of his/her players, coaches, and/or spectators.
- Ejection of a manager, coach or team parent shall result in an immediate suspension for that game, and automatically the next game regardless of regular season or playoff game.

DEFENSE

- The infield fly rule does apply.
- The dropped third strike **does not** apply.
- Substitution. A player who has been removed from the game may re-enter the game in any position on the field. A player may not re-enter as a pitcher if that player has already pitched in that game.
- Each team can play a maximum of 9 players in the field.

PITCHING

- Players can pitch no more than 9 innings in a week. One full day of rest is required if a pitcher pitches one pitch into the 4th inning.
- A pitching week is the same as a calendar week beginning on Sunday and ending on Saturday.

BATTING

- A continuous batting order will be used. Once established it cannot be changed or varied barring injury in which case the next player listed in order shall bat.
- The maximum number of runs per inning will be 6 from innings 1 thru 4. This rule will be waived for the 5th and 6th inning with the game ending at 1:45 (one hour and forty five minutes) as explained above.
- Bunting shall be allowed.

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BASERUNNING

- Stealing is allowed after the ball crosses the plate.
- No stealing is allowed after a team is leading by 10 runs or more.
- No leadoffs are allowed.

SPEED UP RULES

- After two outs, the batter that has made the last out will run for the catcher to allow the catcher to put on equipment for the next inning.
- Infield warm-up may only take place during the first inning. The pitcher will be the only player allowed to warm-up between half innings.

ALL STAR TOURNAMENT TEAM

- The all-star manager and coaches shall be appointed by the league coordinator and Girl's V.P. and is subject to the approval by the Lemont Little League Board.
- All-star selection will be determined by invitation and tryout. Nominees must be submitted by Managers.
- Potential players must be available to play the games in the all-star tournament and be available for a majority of the practices before the tournament.

OTHER INFORMATION

- If a player is present at a game but cannot play because of sickness, injury or disciplinary reasons, the umpire for that game and the opposing team manager must be informed of this action.
- There is no soft- toss warm-up hitting into the fences except with wiffle balls.
- For safety, no warm-up swings are permitted during the game.
- If a game is cancelled due to weather, it is the responsibility of the Home Team Manager to contact the website and reschedule the game copying the Girls VP and GMA Coordinator on all correspondences. This should be done within 1 week of the original game to avoid a backlog of make-up games. Any games not played by the last regular scheduled game of the season will count as a forfeit for both teams for the purpose of standings and playoff positioning.
- It is the responsibility of both Managers to make every attempt to play these games as close to the regularly scheduled game date. Any Manager who does not make a substantial effort to accommodate this rule will risk a forfeit of the game and will not be allowed to Manage in the GMA division the following year.
- Games cannot be cancelled without the approval of the League Coordinator. It is the manager(s) responsibility to contact the league coordinator. Games must be cancelled with a minimum of 48 hours notice. Valid reasons for canceling a game are conflicts with school or church functions. Other

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reasons are the sole judgment of the League Coordinator. If any team cannot field the minimum number of players, they must use a temporary player from the GMI division as stated below. Failure to follow this rule will result in a forfeit by both teams.

- A team may call up a temporary player from the GMI division to use as a replacement if necessary. This player may be between the ages of 9-12. The replacement player shall bat last and play only an outfield position during the game.
- Any games that are not played by the end of the regular season (beginning of the playoffs) shall be counted as a loss for both teams for the purpose of standings and playoff position.
- Home team managers are responsible for reporting scores. Please report scores promptly to Girls VP Shawn McPartland @ shawnmcpartland@comcast.net within 24 hours.
- We will attempt to update the website for standings weekly at a minimum.
- If a number of games do not get played due to the valid reasons above or due to extreme weather conditions, season standings and final seeding for playoffs will be based on winning percentage. If all games are played the seedings will be based on the win-loss records of each team. If a small number of games are not played and it does not affect the overall League standings then the seeding will still be based on win-loss records.
- In the case of a tie the following tie breaker system will be in place:
 - Head-to-Head record
 - Least number of runs allowed

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X. GIRLS' SENIOR LEAGUE RULES

GAMES

- Each game shall consist of 7 innings. An official game shall consist of 5 full innings.
- A game may be played with a minimum of 8 players.
- The 10-run mercy rule does apply after 5 innings as per official Little League rules.
- Each team will compare scores after each half inning.
- The game is over after two hours of play regardless of the situation and reverts back to the previous full inning.

FIELDS

- Bases shall be 60 feet.
- The pitchers mound shall be 40 feet as measured from the back of home plate.
- Field preparations will be the responsibility of the home team. Removing bases and pitching mound is the responsibility of the home team provided there are no further games to be played.

CODE OF CONDUCT

- Each team manager is solely responsible for the actions of his/her players, coaches and/or spectators.

DEFENSE

- The infield fly rule does apply.
- The dropped third strike rule does apply.
- Substitution. A player who has been removed from the game may re-enter the game in any position on the field. A player may return as a pitcher even if that player has already pitched in that game as long as that player has not exceeded the weekly inning limit.
- Each team can play a maximum of 9 players in the field. A tenth player may be used if both managers agree to and have ten players. The tenth player will be used as a fourth outfielder.

PITCHING

- Players may only pitch 9 innings a week. One full day of rest is required if the pitcher pitches one pitch into the 4th inning. A pitching week is the same as a calendar week beginning on Sunday and ending on Saturday.
- The manager or coach may go to the mound to visit the pitcher.

BASE RUNNING

- Stealing is allowed when the pitcher releases the ball towards home plate.
- No leadoffs are allowed.

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BATTING

- A continuous batting order will be used. Once established, it may not be changed or varied barring injury, in which case the next player listed in order shall bat.
- The maximum number of runs scored per inning will be 6 from innings 1 thru 5. This rule will be waived for the 6th and 7th innings with the game ending at 2 hours as discussed above. If the last inning is not completed it will revert back to the last full inning completed to determine the official score.
- Speed up rules will apply for the catcher after two outs. The batter that has made the last out will run for the catcher to allow the catcher to put on equipment for the next inning.
- Bunting shall be allowed.

ALL-STARS

- The all-star manager and coaches shall be appointed by the League Coordinator and will be subject to approval by the Little League board.
- Potential players must be available to play the games in the all-star tournament and be available for a majority of the practices before the tournament.

OTHER INFORMATION

- The draft, all-star manager selection process and all-star selection process will be determined by the Division Coordinator after consulting with the League President and Girls V.P.
- If a player is present at a game but cannot play because of sickness, injury or disciplinary reasons, the umpire for that game and the opposing team manager must be informed of this action.
- There is no soft-toss warm-up hitting into the fences except with wiffle balls.
- For safety, no warm-up swings are permitted during the game.
- Games cannot be cancelled without the approval of the League Coordinator. It is the
- manager(s) responsibility to contact the League Coordinator. Games must be cancelled with a minimum of 48 hours notice. Valid reasons for canceling a game are conflicts with school or church functions. Other reasons are at the sole judgment of the League Coordinator. If any team cannot field the minimum number of players, they must use a temporary player from the Girls Seniors Division as stated below. Failure to follow this rule will result in a forfeit by both teams. League Coordinator may reschedule games.
- Teams may utilize shared players from other Senior teams within the league. Shared players cannot pitch or catch (may play any other position) and must bat last.
- Any games that are not played by the end of the last scheduled regular season game shall be counted as a loss for both teams for the purpose of standings and playoff position.

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- If a game is cancelled due to weather, it is the responsibility of the Home Team Manager to contact the website and reschedule the game copying the Girls VP and GSR Coordinator on all correspondences. This should be done within 1 week of the original game to avoid a backlog of make-up games. Any games not played by the last regular scheduled game of the season will count as a forfeit for both teams for the purpose of standings and playoff positioning.
- It is the responsibility of both Managers to make every attempt to play these games as close to the regularly scheduled game date. Any Manager who does not make a substantial effort to accommodate this rule will risk a forfeit of the game and will not be allowed to Manage in the GSR division the following year.
- Home team managers are responsible for reporting scores. Please report scores promptly to Girls VP Shawn McPartland @ shawnmcpartland@comcast.net or (708) 878-9060 within 24 hours.
- We will attempt to update the standings on the website weekly at a minimum.
- If a number of games do not get played due to the valid reasons above or due to extreme weather conditions, season standings and final seeding for playoffs will be based on winning percentage. If all games are played the seedings will be based on the win-loss records of each team. If a small number of games are not played and it does not affect the overall League standings then the seeding will still be based on win-loss records.
- In the case of a tie the following tie breaker system will be in place:
 - Head-to-Head record
 - Least number of runs allowed
- There is no time limit on games during playoffs.

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XI. SUMMARY OF TEE BALL AND BOYS' LEAGUES RULES:

RULE	TEE BALL	PEE WEE	MINOR	MAJOR	JUNIOR / SENIOR
Base Path Distance	50 feet	PW7 - 50 feet PW8 - 60 feet	60 feet	60 feet	Jr – 80 feet Sr – 90 feet
Pitching Distance	N/A	PW7 = 36 feet PW8 = 40 feet	46 feet	46 feet	Jr – 54 feet Sr – 60 feet 6 inches
Innings Played	4	5	6	6	7
Slaughter-Rule	No	No	No	10 after 4 th inning, except play-offs.	10 after 5 th inning, except play- offs.
Infield Fly Rule	No	No	Yes	Yes	Yes
Pitching	See Pitching rules - in house	See Pitching rules - in house.	See Pitching rules - LLL LL Rule Book with minor exceptions in house.	See Pitching rules - LLL Rule Book with minor exceptions in house..	See Pitching rules - LLL Rule Book with minor exceptions in house..
Max # Of Runs/Inning (except for last inning)	No	6	6	No	No
Bunting	No	(7) NO (8) YES NO Fake Bunting	Yes NO Fake Bunting	Yes No Fake Bunting	Yes
Continuous Batting Order	Yes, every	Yes	Yes	Yes	Jr – Yes

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RULE	TEE BALL	PEE WEE	MINOR	MAJOR	JUNIOR / SENIOR
	player bats every inning.				Sr - No
Stealing	No	No	Yes, when ball crosses the plate.	Yes, when ball crosses the plate.	Yes – LLL Rule Book (i.e., “regular baseball”).
Pick-Offs / Lead-Offs / Drop 3rd Strike	No	No	No	No	Yes
Borrowed Player From Another Team Rule (only if playing with less than 9 players) *	N/A	No	Must use any Minor League player.	Must bring-up a 10-year-old only after approval of Board Player Agent.	Jr - Must use any Junior League player.

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RULE	TEE BALL	PEE WEE	MINOR	MAJOR	JUNIOR / SENIOR
Maximum Game Length / Last Inning Start Time **	The game is 4 innings or 1 hour and 15 minutes maximum.	Each game shall consist of 5 innings. An official game shall consist of 3 full innings. Game time is 1 hour 30 minutes maximum. If a game ends in a tie after 5 innings have been played it shall be declared a double win.	Games times are capped at 1:45. PERIOD !!! Even if there is not a game following. If games are not completed by 1:45 time limit, final score reverts to previous full inning played.	Game times are capped at 1:50. PERIOD !!! Even if there is not a game following. If games are not completed by 1:50 time limit, final score reverts to previous full inning played.	Game times are capped at 2:00. If games are not completed by 2:00 time limit, final score reverts to previous full inning played.
Speed-Up Rule ***	No	Yes	Yes – MANDATORY (see note Below)	Yes – MANDATORY (see note below)	Yes – MANDATORY (see note below)
* Borrowed Player Rule: Player(s)					

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RULE	TEE BALL	PEE WEE	MINOR	MAJOR	JUNIOR / SENIOR
brought up must bat last in the order and play defense as follows: right field, left field, center field.					
<p>** Game / Game Clock Start Time: Game clock starts when scheduled. If no umpire is present, game starts with managers/coaches serving as umpires.</p>					
<p>*** Speed-Up Rule: If there area 2 outs and your catcher is on base, replace him with the player who made the final out</p> <ul style="list-style-type: none"> • “Except for the 1st inning, instead of having warm-up/infield after every ½ inning of play, we suggest that the managers let the pitcher throw 4-6 warm-up pitches, then let game play start. No infield/outfield warm-up balls on field. Only exception would be if you have a new pitcher who needs more warm-ups. Also, have your catcher in gear and ready for start of the inning.” 					

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Lemont Baseball Field Base Path Length Summary		
Complex	Field	Accommodates the Following Base Lengths
Lemont Park District	North	60', 65'
	South	60' 65'
	East	50', 60', 70'
	West	50', 60', 65'
	Santos	55', 60', 70'
	Miracle Field	50'
Northview	Northview	50'
The Bowl	The Bowl	60'
Bambrick	Bambrick A	80', 90'
	Bambrick B	60', 70', 80'
	Bambrick C	60', 70' 80'
	Bambrick D	60', 70', 80'
Lemont High School	Lower Baseball	90' (Other?)
	Upper Combo (West)	80', 90'
	Upper Softball (East)	60' (Other?)

2010 LOCAL RULES LEMONT LITTLE LEAGUE

Pitch Count Overview:

Little League International implemented the following boys baseball Pitch Count rules in 2007 which Lemont Little League will abide by unless noted otherwise in the local rules below.

The following table gives an overview of the number of pitches that will be allowed per day for each age group during the regular season in 2010.

League Age	Pitches allowed per day
------------	-------------------------

17-18:	105
13-16	95
11-12:	85
9 – 10:	75
7 – 8:	50

Exception: If a pitcher reaches the limit imposed while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

The rest periods required during the 2010 regular season are listed below.

Pitchers league ages 7 through 14 must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no calendar day of rest is required before pitching again.

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Pitchers league age 15-18 must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 31 - 45 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-30 pitches in a day, no calendar day of rest is required before pitching again.

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XII. TEE BALL LEAGUE RULES

GENERAL

- Home team prepares field for play (bases, tee & any needed field preparation).
- Game starts with Little League pledge and ends with a handshake.
- The game is 4 innings or 1 hour and 15 minutes maximum.
- Score is not kept.
- Every player bats.
- Every player plays the field every inning, unless the team is comprised of more than 11 players, than players rotate sitting out 1 inning maximum per game.
- Everyone rotates playing position every inning.
- Teams to consist of 11 players if at all possible.

DEFENSE

- The defensive alignment shall contain the following positions:
 - 5 infielders (the pitching position shall play back near 2nd base)
 - All remaining players shall be positioned in the outfield
 - NO catchers (a coach will be the designated catcher)
 - There will be defensive rotation at all positions. 1st base is at the discretion of the manager

PITCHING

- Prior to 6/1, all batters hit off the tee.
- Starting on 6/1, and if both manager's agree before the game begins, managers are allowed to pitch underhand to their team (for up to 3 pitches per batter) – at which time a tee is brought back for the rest of that player's at bat. At the coach's discretion, batter may hit off the tee.

OFFENSE

- Helmets (with safety straps) are required for all batters/runners.
- Batting order is continuous and it rotates game to game. See example .

OTHER INFORMATION

- Offensive Coaches are permitted at first and third base. Up to three defensive coaches are allowed on the field.
- If a player is present at a game but cannot play because of sickness, injury, or disciplinary reasons, the

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opposing team manager must be informed of this action.

- There is no soft-toss warm-up hitting into the fences, except with wiffle balls.
- For safety, no warm-up swings are permitted during the game.

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XIII. BOYS' PEE WEE LEAGUE RULES

GENERAL

- Little League Official Rules apply except in the following areas.
- The Pee Wee league is divided into two divisions, 7-year-olds (PW7) and 8-year-olds (PW8).
- Each game shall consist of 5 innings. An official game shall consist of 3 full innings.
- If a game ends in a tie after 5 innings have been played it shall be declared a double win.
- No slaughter rule will pertain to the Pee Wee league.
- There are no forfeits in the Pee Wee league. All games must be played. All make-up games should be rescheduled.
- The playing field shall be set up as per the dimensions as specified below for each division. Baselines, out-of-bounds lines, batter's box and all bases, shall be prepared before all games by the home team or field staff.
 - All players shall wear official team jersey and have their uniform numbers visible at all times during the game. Managers are encouraged to have all players **KEEP THEIR JERSEYS TUCKED IN THEIR PANTS!**
 - The home team will put the bases on the field and set up the pitching machine, and will take it down at the end of the game.

DEFENSE

- All players must not sit-out more than 2 innings and cannot sit-out defensively in consecutive innings.
- All players must play a minimum of 1 inning in the outfield.
- All players must play a minimum of 2 innings in the infield.
- No player shall be omitted from the starting defensive lineup in two consecutive games attended.
- Pitchers must be positioned on the 1st base side of the pitching machine at all times (for safety).

OFFENSE

- The batting order for each team must be made out before each game. One copy to the opposing team manager with the player's last name and uniform number designated on it. The batting order for each team will include all members of the team who are present despite whether or not they are playing in the field. Once the order has been given, it cannot be changed or varied barring injury in which case the next player listed in order shall bat.
- Everyone bats in a continuous order.
 - At each team's turn at bat, players will be allowed to bat until 6 runs or 3 outs have been achieved, which ever occurs first. In the last regular inning and in any extra inning, the 6-run rule

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will be waived.

STEALING

- No base stealing or lead-offs shall be allowed.

PITCHING:

PW 8

- Base path distance will be set at 60 feet.
- For the PW8's the league will operate in 5 game increments. Ex. Games 1-5 coach will pitch 3 innings/player 2 innings. Games 6-10 coach pitch 2 innings/player pitch 3 innings. Games 11-15 coach pitch 1/player pitch 4 innings. If both managers agree (games 11-15) players may pitch entire game. Both must willingly agree, no strong-arm tactics will be allowed. Player must pitch final inning, no exceptions. The board may experiment with the use of safety balls for the first few games.
- Pitcher may only pitch 1 inning (3 outs) per game
- Pitching distance will be at 40ft. No portable mounds will be used
- If a PW8 pitcher walks three consecutive batters, pitcher must be replaced. There is a maximum pitch count of 50 pitches. If a pitcher is pulled he then must be replaced by the coach of the batting team to finish the inning. A new pitcher will start the next inning.

PW7

- Base path distance will be set at 50 feet.
- Pitching for the Pee Wee 7 division will be done by the machine until June 1st. Players will pitch beginning June 1st for the last 2 innings of the game. The pitcher shall pitch from a distance of 36 feet. Balls and Strikes will be called during player pitch. If a pitcher is struggling he must be replaced by a coach to finish that inning. A new player will start the next inning.
 - The speed of the pitching machine should be set at 30 MPH and then adjust the distance of the machine from home plate accordingly.
 - No balls will be called when pitched from the machine or by a coach.
 - If a machine-pitched ball hits a batter, the batter will NOT be awarded first base. The pitch shall be ruled a "no pitch".
 - No "called strikes" when pitched from the machine or a coach, except for the 7th pitch rule below.

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- Each batter(using the machine) shall receive a maximum of 7 pitches, except as follows:
- A foul on the 7th pitch is not an out, the batter will continue to receive pitches until he either:
 - takes a pitch on the 7th pitch constituting a strike out,
 - swings and misses
 - hits the ball into play

OTHER INFORMATION

- Each team manager shall be responsible for the actions of his players. Coaches shall maintain decorum at all times.
- No team shall be allowed to dispute any call made by an umpire. This is a judgment decision.
- Two coaches shall be available to assist the manager (no requesting a specific Team Mom).
- If a player is present at a game but cannot play because of sickness, injury, or disciplinary reasons, the umpire for that game and the opposing team manager must be informed of this action before the start of the game.
- There is no soft-toss warm-up hitting into the fences, except with wiffle balls.
- For safety, no warm-up swings are permitted during the game.

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XIV. BOYS' MINOR LEAGUE RULES

GENERAL

- Official Little League rules will apply except where noted.
- LIVE Ball
- All games consist of 6 innings.
- A player can only sit out defensively for a maximum of two (2) innings per game.
- A player can NOT sit out two (2) consecutive innings.
- A player can NOT start on the bench two consecutive games.
- Games will be a maximum of 1:45 minutes from the scheduled start time.
- No intentional walks.
- Substitutes of other Minor league players may be used to supplement rosters up to 9 players.
- At the end of each game it is the responsibility of both teams to pick-up any garbage in the dugouts, bleachers and around the field! GET THE KIDS INVOLVED IN THIS TASK!

DEFENSE

- All kids must play at least 1 inning in the infield, 1 inning in the outfield.

PITCHING

- ◆ Pitching rules will follow the Official Little League Rulebook, unless stated otherwise below.
 - ◆ *Pitching rules will be strictly enforced.*
 - BMI Pitching Rules:
 - Little League International Pitch Count rules in effect.
 - A 9-year-old must pitch to at least three (3) batters in 1 of the first 4 innings of each game.

OFFENSE

- Bunting is allowed starting first day of season, no fake bunting is allowed, the batter will be called out.
- There is a continuous batting order (every boy will bat even if he is on the bench defensively that particular inning).
- Batting order must rotate on a game to game basis whereby all players bat evenly across the year amongst the batting order positions.
- There is a 6 run rule for each team per inning, except the 6th inning.

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STEALING

- Stealing is unlimited starting in 2010, but cannot steal Home.
- Players can advance home on an overthrow. Includes the following:
 - Overthrow from catcher to any base that gets past the fielder and into the outfield.
 - Overthrow from the catcher to the pitcher and gets past the pitching rubber.

OTHER INFORMATION

- There will be no arguing with the umpire by coaches, players or parents. Games will be made up on Sundays or during the week in a time slot not being used. There will be a sign-up book at the Park District and you will have to call the League Coordinator or the Boys' Vice-President prior to doing so to schedule an umpire with a minimum of 72 hours notice.
- If there is rain please call **(708) 802-1759** or **VISIT WWW.LEMONTLITTLELEAGUE.COM** for a voice mail message indicating if the games are cancelled. If there is no rainout message, assume the game is ON.
- If a player is present at a game but cannot play because of sickness, injury, or disciplinary reasons, the umpire for that game and the opposing team manager must be informed of this action before the start of the game.
- There is no soft-toss warm-up hitting into the fences.
- For safety, no warm-up swings are permitted during the game.

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XV. BOYS MAJOR LEAGUE RULES

GENERAL

- Official Little League rules will apply except where noted below.
- No games Memorial weekend.
- 6 inning games
- Games are capped at 1 hour 50 minutes. Score reverts to previous full inning if not completed at 1:50. No Exceptions.
- Slaughter rule, 10 runs after 4 innings
- Substitutes of 10-year-old players will be used to supplement rosters that drop below 12 players.
Reasons for replacements: prolonged illness/injury, vacation and disciplinary action. *See League Coordinator for more details.*
- Absolutely no balls to be hit/pitch into screens during practice or playing times.
- All players must play defensively 3 innings of a regularly scheduled 6-inning game.
- All players must play, defensively, 2 of the first 4 innings.
- All players bat in a continuous batting order.
- There will be a ONE PITCH tournament held during the Little League Live event

PITCHING

- Pitching rules will follow the Official Little League Rulebook. *They will be strictly enforced.*
- Managers will be required to fill out pitching forms after each game. It is their responsibility to check the opposing team's pitchers after the game. Forms found to be inconsistent may result in forfeit or disciplinary result. Forms must be submitted per instructions of League Coordinator.
- BMA Pitching Rules:
 - Little League International Pitch Count rules in effect.
 - An 11 year old must pitch to at least three (3) batters in 1 of the first 4 innings

OFFENSE

- Continuous batting order.

STEALING

- Stealing is unlimited and runners can steal home.

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OTHER INFORMATION

- If a player is present at a game but cannot play because of sickness, injury, or disciplinary reasons, the umpire for that game and the opposing team manager must be informed of this action.
- There is no soft-toss warm-up hitting into the fences..
- For safety, no warm-up swings are permitted during the game.
- Rainouts during the week will be scheduled as soon as possible.
- Home team is responsible for preparing the field, and putting away the bases. Upon completion of the game, the “away” team is responsible for raking the areas around the bases and home plate. A joint effort is appreciated.

XVI. BOYS’ JUNIOR AND SENIOR LEAGUE RULES

GENERAL

- The home team prepares the field before the game and rakes the field after the game.
- Each team has equal amounts of home and visitor games.
- Teams shall consist of a maximum of 13 players (BJR) and 18 players (BSR) on each team.
- Each team will be scheduled for between 1 to 3 games each week. No more than 3 games a week (because of the increased pitching distance for the 13-year-olds).
 - Each player will play at least 3 innings each game.

OFFENSE

- There is a continuous batting order in BJR.
- In BSR, batting order is per Official Little League rules.

PITCHING

- Same as BMA, except:
- Little League International Pitch Count rules in effect
- NO limit on number of 14 year olds that can pitch in a week, or how many innings a 13 year old must pitch.

OTHER INFORMATION

- Rainouts are played as soon as possible. The two managers would agree on the date and time and clear it with the director of that league. The director would then enter it in the blockhouse book and assure that umpires are set up.
- If a player is present at a game but cannot play because of sickness, injury, or disciplinary

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reasons, the umpire for that game and the opposing team manager must be informed of this action.

- There is no soft-toss warm-up hitting into the fences, except with wiffle balls.
- For safety, no warm-up swings are permitted during the game (BJR).
- Warm-up swings are permitted in the on-deck circle in BSR.

ALL STARS

- The league coordinator will talk to each manager and advise them that those interested in managing or coaching an All Star team will meet by the beginning of the second week of June. That group will agree upon the staff for the 13 & 14-year-old team and the 15-year-old team. The Board approves this.
- The end of the second week, all managers and interested coaches sit down and agree upon the roster of both the 13 & 14-year-old team and the 15 and 16-year-old team.
- For safety, no warm-up swings are permitted (BJR).
- Warm-up swings are permitted in the on-deck circle in BSR.

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XVII. LEMONT LITTLE LEAGUE POST-SEASON PLAY

1. Play-offs – There shall be no slaughter rule during the playoffs.
2. The board will determine the all-star manager and coaches for all divisions. The league Vice-President will make a recommendation to the Board for approval.
3. The board will determine the All-Star selection process.

Note: By rule, ALL Williamsport LL All-Stars are not to be announced before June 15th

XVIII. LEMONT LITTLE LEAGUE LOCAL GROUND RULES

A. Fair Territory as defined on page 22 and 24 of the Official Little League Rules Book. Foul Territory is that part of the playing field outside the first and third base lines extending from the inner fence in front of each dugout and parallel to the foul lines, dugout or touched by anyone other than a defensive player, is considered out of play and becomes dead. If a play is in progress when a ball goes out of play, the ball is dead and the player is entitled to 1 base beyond the one he is heading for. All other players on base at that time would advance in accordance with the player in question.

B. Ground Rule Double:

1. While in fair territory a batted ball bounces over, under, around or through the outfield fence.
2. When a fairly batted ball becomes stuck under or in the outfield fence.
3. A batted ball goes beyond first or third base in fair territory and then bounces out of play.
4. A defensive player, while in the progress of fielding a fairly batted ball, unintentionally kicks the ball or has the ball bounce off his body and goes out of play. This would be an umpire's judgment call. On a ground rule double, the ball becomes dead and all runners may advance 2 bases only.

XIX. NON-LITTLE LEAGUE FUNCTIONS

A. Managers are not to take their teams, as a team, from the fields for anything other than Little League functions.

XX. OUTFITTING

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- A. ALL PLAYERS are required to wear chinstraps on their batting helmets, except for Boys' Major, Boys' Junior, Boy's Senior, and Girls' Senior leagues. This rule applies to a base runner as well as the batter.
- B. All catchers must wear neck guards. All players warming-up pitchers must wear a face mask.
- C. Players are required to wear their uniform as provided.
- D. Players are required to have their shirts tucked into their pants in all leagues, except Girls' Major and Girls' Senior Leagues.