

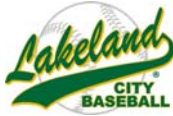


Local Rules

Spring / Fall

2010

Revised 1/11/10



To the LCB parents, managers, coaches and umpires:

We welcome you to LCB's Spring and Fall baseball seasons.

The purpose of Local Rules is to supplement and/or modify Little League's Official Regulations and Playing Rules (also known as the "green book"). With the understanding that one size does not fit all, Little League permits every league to modify certain rules to take into account local conditions, and what follows is LCB's version of that.

Please take the time to read through these rules and understand them, and remember - they are a complement to the Little League green book, so it's important to have a full and thorough knowledge of both documents.

On the next page is a summary of changes to the Local Rules for 2010. Should you have any questions about these or any other rules pertaining to Little League play, please contact your league Vice-president or myself. You can also contact us through the league's website at **www.lakelandcitybaseball.com**.

On the league website you will find a .pdf version of these rules for viewing or printing by clicking on the Rules link.

Thanks, and have a great season!

Terry Rubenstein
Rules Committee Chair

Rule Change Highlights for 2010

Below are some of the significant updates to LCB's Local Rules for Spring and Fall 2010. Please note that not every change is listed here, so please take time to review the entire rule book and familiarize yourself with it. Remember, these rules are a complement to Little League's green book, so please carry both with you at LCB baseball events.

General Changes

- IX – LCB Tournament
- X – All-Star Selection
- Added LCB Tournament Rules to end of this rule book.

Tee Ball

(No rule changes)

Training League

- Game length language revised.
- Field presence of pitcher.
- Coach positioning – Maximum number allowed.
- Bunting.

Minor League

- Game length language revised.
- Bunting.

Major League

- Game length language revised.
- Bunting.

Junior League

- Game length language revised.
- 15 yr-olds pitching requirements.

PLEASE read the green book thoroughly to familiarize yourself with all Little League rules and regulations with emphasis on the pitching rules.

LAKELAND CITY BASEBALL
LOCAL RULES

**A Supplement to Little League Baseball Official Regulations and
Playing Rules**

I. Registration and Try-Outs

- A. League age four (4), five (5) and six (6) year olds will be drafted in the Tee-Ball League.
- B. League age seven (7) and eight (8) year olds will be drafted in the Minor 7/8 (Training) League.
- C. League age nine (9) and ten (10) year olds will be drafted in the Minor 9/10 League.
- D. League age eleven (11) and twelve (12) year olds will be drafted in the Major League.
- E. League age thirteen (13), fourteen (14) and fifteen (15) year olds will be drafted in the Junior League.
- F. League age fifteen (15) and sixteen (16) year olds may be drafted in the Senior League.
- G. Challenger Division will be comprised of players with disabilities from league age five (5) through eighteen (18) years of age.
- H. All exceptions to league age assignments must be approved by the Player Agent.
- I. The Player Agent shall have the right to remove a child from a team if it is deemed unsafe for that child to participate.

II. Conduct

- A. Managers, coaches, assistant coaches, umpires, players, parents and fans should be examples of good conduct, integrity and sportsmanship at all times. They shall not use inappropriate verbal phrases, language, signed or motions and must project a positive and professional image at all times. Any manager, coach, assistant coach, or team helper who engages in verbal abuse of his players, opposing team members, spectators or officials shall be subject to disciplinary action and risks his or her ability to participate in the program.
- B. Members of one team shall not call by name, "ride", kid, heckle, poke fun at or act in any manner that in judgment of the umpire distracts the opposing team members.
- C. The partaking of alcohol or illegal drugs by managers, coaches, assistant coaches, umpires or any person directly associated with the League while in the influence of the youth involved in the League is prohibited and is grounds for dismissal by the Board of Directors.
- D. The use of tobacco products by managers, coaches, assistant coaches, umpires or any person directly associated with the League during League activities is prohibited.
- E. Any manager, coach, assistant coach, or player who engages in any activity which, in the judgment of the umpire, constitutes unsportsmanlike conduct, may be EJECTED from the game.

1. Any individual so ejected must immediately leave the area of the field.
 - a. The field area is defined as any part of the playing field, including dug-outs.
 - b. Any individual who continues to act in an unsportsmanlike manner after being ejected from the game, or any spectator who acts in a similar way may be directed to leave the park complex either by the umpire, league officials or the appropriate civil authorities.
 2. The President and the Board of Directors reserve the right to bring disciplinary action on a manager or coach for failure to follow the Official Regulations and Playing Rules and/or Lakeland City Baseball General Rules of conduct and duties.
- F. Unsportsmanlike conduct shall include, but is not limited to the following:
1. Verbal abuse or harassment of any opposing manager, coach, assistant coach, umpire or player.
 2. Use of alcohol or illegal drugs during any game.
 3. Use of any tobacco product by the manager or coaches during any game.
 4. The throwing of bats, helmets or any other equipment.
 5. More than one team representative on the playing field during any discussion with the umpire.

- G. The following rules of conduct shall be observed:
1. Standing on dugout benches or sitting on the bench backrests by players shall not be allowed.
 2. Harassing or distracting opposing team during games is not allowed.
 3. Food shall not be taken into the dug-outs during games.
 4. All equipment shall be kept inside the dug-outs at all times during the game. Gloves, helmets, caps, jackets and other equipment shall not be hung on the playing side of the dug-out fence. Such articles may be hung on the backside of the dug-out fence. Bats should be placed wherever the bat racks are located.
 5. Talking to spectators outside the field by umpires, managers, coaches or players during the game should be discouraged at all times.
 6. Uniforms are to be kept clean. No cutting or alterations are permitted. All caps must be the same. Players' names may not be applied to jerseys.

III. Managers and Coaches

- A. The individuals responsible for the direction and guidance of a specific team shall be the manager and coaches.
- B. The President, with approval of the Board of Directors, shall appoint managers and coaches.
- C. In order to be considered for any manager, coach, or assistant coach position, an individual must submit in writing a completed

Little League Volunteer Application.

1. An individual's name may be submitted by any member of the Board of Directors, any current manager, coach, or assistant coach or by any individual on his own behalf.
- D. To be considered for a position as manager in the Major, Junior or Senior Leagues, an individual must have at least one (1) year experience as a manager, coach or assistant coach on a League team. However, this requirement may be waived by the Board of Directors in the event an insufficient number of applicants are available.
1. Teams in need of managers shall have them assigned by the President with the approval of the Board of Directors.
- E. Manager and Coach responsibilities:
1. To progressively develop ALL team players in the sport of baseball emphasizing sportsmanship, team spirit and the gratification gained by doing your best. Managers shall not engage in the practice of singling out any players as “not so good” and not give them the opportunity to learn and participate during practices or games.
 2. Ensuring the health and safety of every child takes priority. ***Under no circumstances*** shall players be transported in the back of a pickup truck.
 3. To direct and control all team members, including coaches, assistants and team supporters in the stands during games and in all areas pertinent to play. This will include compliance in rules, regulations and ethics of sportsmanship.

4. Every manager and coach shall read and become familiar with the Little League Baseball Regulations and Playing Rules, and Local Rules of Lakeland City Baseball pertinent to their team's league play.
5. To evaluate the ability and performance of all opposing players in their league for the determination of attaining the best possible All-Star nominations (Minor League and older).
6. To ensure the proper use, upkeep, and return of league-issued equipment.
7. To provide assistance in obtaining sponsors, materials, and volunteers for the program.
8. To recruit a Team Mom/Dad.
9. Managers are to report and be responsible to their League Vice President.
10. All injuries shall be reported by the manager to the Safety Officer within twenty-four (24) hours of the injury. An injury report should be filled out and retained by the Safety Officer.
11. To abide by the Little League Baseball Official Regulations and Playing Rules, as well as the Local Rules of Lakeland City Baseball.

IV. Games

- A. Game Times:
 1. Tee Ball League games are six (6) innings or one (1) hour and fifteen (15) minutes long, whichever occurs first.
 2. Training (7/8), Minor (9/10) and Major (11/12) League games shall be a regulation game (minimum of four (4)

innings complete) with a maximum of six (6) innings per game. No new inning shall start after 90 minutes of play. If the fourth (4th) has not started before the ninety (90) minutes has lapsed, the current inning shall be completed and the game stopped at that time.

3. Junior (13/14/15) League games shall be a regulation game (minimum of five (5) innings complete) with a maximum of seven (7) innings per game. No new inning shall start after 120 minutes of play. If the fifth (5th) inning has not started before the 120 minutes has lapsed, the current inning shall be completed and the game stopped at that time.

B. The “ten-run rule” will only be used in the Minor, Major, Junior and Senior Leagues.

C. Every attempt will be made (schedule permitting), to play out all non regulation and tie games that would affect Tournament of Champions (TOC) participation. The league will establish a regularly scheduled time and place for these games to be played. (Applies to Spring season.)

V. Practice

A. On game nights, no practice, whether batting or fielding, will be permitted on fields that have been chalked for a scheduled game.

B. Batting balls against the fences for practice will not be allowed.

C. Team practices are only allowed on approved fields (locations listed on Little League Charter application and insurance enrollment form).

VI. Fields & Equipment

- A. Each team shall occupy their respective home or visitor dugout as displayed on the scoreboard. Each team shall be responsible for their own equipment and cleaning the dugout area after each game.
- B. In Training League the manager/coach for the home team is responsible for setting up the pitching machine and returning it to the equipment room at the conclusion of the game. The home team is also responsible for supplying a suitable 75 ft. electric extension cord for the machine.
- C. The scorekeeper must keep the official scorebook upstairs in the designated area. In the event electronic scorekeeping is in effect the scorekeeper may be positioned at field level rather than in the upstairs scorekeeping area. No game will begin until scorekeepers and scoreboard operators are in place.

VII. Rules Review Meeting

- A. Prior to the first scheduled practice session, the Rules Committee shall conduct a Rules Review Meeting at a time and place to be determined by the Board. Each team must have at least one (1) manager or coach present at the meeting.
 - 1. Penalty for failure to attend a scheduled Rules Review Meeting shall be exclusion from active coaching activities until such person or persons are individually certified by the Board of Directors.
NOTE: Although this rule requires one individual from each team

to attend the Rules Review Meeting, every manager or coach, as well as, interested parties are welcome and encouraged to attend.

VIII. Player Drafts

- A. The player drafts will be organized and run by the Player Agent with assistance from the Vice President of each league.
- B. All teams will be dissolved at the end of the current season and all players returned to the common draft player pool.

IX. LCB Tournament

- A. The seeding for the LCB Tournament will be based on team records. In the event of a tie the following method will be used to break the tie:
 - 1. Head-to-head competition.
 - 2. Total runs scored in head-to-head competition.
 - 3. Team-to-team record.
- B. The LCB Tournament Rules can be found at the end of this book.

X. All-Star Selection

- A. Player selection:
 - 1. An All-Star Review Board, consisting of two (2) or more people, shall be formed for each league to assist in the evaluation of All-Star candidates. The Review Board shall consist of the Player Agent, League Vice President or other appointed Board of Director members.
 - 2. All-Star nominations shall be by written

- ballot by team manager and provided to Review Board members.
3. All-Star selection shall be by team managers and by Review Board members.
 4. The Review Board for each league will set up a day and time within two weeks after the completion of the city tournament for the purpose of selecting the All-Star players.
 5. At the All-Star selection meeting, each member of the Review Board will discuss the capabilities of the candidates on the nomination list. Each manager will also be given sufficient time to review the candidates from his/her own league.
 6. The All-Star team shall be selected from the nomination list only.
 - A. Until approved by the Board of Directors, the names submitted will not be considered to be the All-Stars.
 - B. The manager shall not inform the approved players they have been selected to the All-Star team until after Board of Directors' approval and after the date announced by Little League Baseball.
 - C. The All-Star manager has the option of selecting his child, but this must be announced prior to the All-Star selection meeting.
 - D. If the manager does not follow the above guidelines, the Board of Directors may replace the manager or take other actions.
 7. The Player Agent must submit the All-Star rosters to the Board of Directors for

- approval.
8. All-Stars will be selected and announced according to Little League Baseball regulations. All-Stars will only be selected for leagues which will be involved in post-season play.
- B. All-Star manager and coach selection/qualifications (all leagues):
1. The All-Star managers shall be selected prior to the All-Star selection meeting.
 2. The All-Star managers and coaches must have been managers or coaches-of-record during the regular season.
 3. The Vice Presidents for each league shall submit to the Board of Directors their nominations for All-Star managers.
 4. The nominated All-Star managers shall select their coach(es) from the managers and coaches-of-record in their respective division.
 5. The All-Star managers and coach(es) shall be approved by the Board of Directors.

XI. Playing Rules

- A. All regular National Baseball Congress Rules shall apply except where special rules have been noted herein or as outlined in the Little League Baseball Official Regulations and Playing Rules (“green book”).

XII. Rule Changes

- A. Rule change suggestions should be mailed or delivered to the President of the local league no later than October 1 of the current year. Suggestions received after this date will be

placed on the agenda for consideration the following year. The President, or his/her representative, will mail a copy of all suggestions and proposed rule changes to each Director as soon as he/she assembles them, but no later than October 15. The Board of Directors shall act on all suggestions assembled by the President on or before December 31. Any rule changes submitted in the current year and passed by the Board of Directors will become effective on January 1 of the succeeding year.

LAKELAND CITY BASEBALL

Tee Ball League Local Rules

(4, 5 & 6 Year Olds)

Objective

The objective in Tee Ball League is to ensure that every player has a safe and enjoyable playing experience with emphasis placed on developing a basic understanding of the game. Tee Ball is a non-competitive program; winning is positively the least important item. Each player should be evaluated on his or her own effort and attitude. Positive reinforcement is key at this level and no player can be a failure.

Managers and coaches from both teams are required to work together during games, with the goal of providing an enjoyable and the best learning environment possible.

The ball used at this level is a "RIF", or Reduced Injury Factor ball, a "softer" version of a regulation baseball which greatly reduces the potential for serious injury.

Game score is not kept in Tee Ball and keeping scorebooks is discouraged.

Batters:

1. All players will bat in a continuous batting order.
2. After the start of the game, should a player be removed from a game for any reason (injury, illness, etc.) the team will skip over him/her when his/her time at bat comes up without penalty. If the absent player returns during the game, he/she is merely inserted into their original spot in the lineup and the game continues.
3. If a player arrives late to the game site he/she will be added to the end of the current lineup.
4. A maximum of 5 runs per inning will be allowed.

5. The coach may adjust the height of the batter's tee for each batter prior to placing the ball on the tee. The tee must be placed directly on the plate.
6. Once the ball is placed on the tee, no practice swings or winding up will be allowed.
7. No strikes will be counted in Tee Ball. All batters are permitted to swing until the ball is put into play.
8. All balls hit past the 15-foot chalk line in fair territory will count as in-play.
9. A runner must be more than halfway to the next base with the ball in the control of an infielder in fair territory to be allowed the next base. Being halfway or less requires the player to return to the prior base. (See also "Overthrows", no. 2)

Overthrows:

There is no advance on an overthrow in Tee Ball.

1. When a batted ball goes beyond the 15 foot chalk line, but not beyond the outfield chalk line (or grass line on the larger fields), the batter and all runners are entitled to only one base beyond the base occupied when the ball was hit. However, they are at risk of being put-out until they reach that base safely.
2. On hits to the outfield the runners may advance until the ball has been returned to the infield area and is in the control of an infielder in fair territory. If a base runner is less than halfway to the next base when the ball comes into the control of an infielder then he/she must return to the last base legally occupied. If more than halfway to the next base at the time the ball came into the control of an infielder, the

runner may attempt to reach that base, however he/she is at risk of being put-out until that base is reached safely.

3. The determination of when the ball is dead and/or whether a runner is halfway to the next base is at the discretion of the coaches.

Pitchers and Catchers:

1. There will be no pitching in Tee Ball.
2. The pitcher shall be positioned on the pitching mound with both feet even with or behind the pitcher's plate.
3. The catcher will be equipped with full gear. He/she may use their own glove.
4. The catcher must stand in designated area until the ball is put into play so that a potentially thrown bat poses no danger. For example, in the case of a right-handed batter the catcher should stand a few feet behind and to the right of home plate. The reverse would be true for a left-handed batter.

Field Presence:

1. 10 defensive players will be allowed on the field.
2. All players must sit out one inning before any player can sit out a second time.
3. A player may not play any position more than 2 innings per game.
4. The defensive team will have 5 infielders plus a catcher. Infielders should play their respective positions. The remaining players will play outfield positions.
5. Both infielders and outfielders are encouraged to make proper defensive plays. For example, outfielders should throw to the appropriate infielder and are discouraged from attempting

infield outs on their own. Likewise, infielders should throw the ball to the appropriate base on an infield play and not attempt to run to a position that's not their own to attempt an out unless it's considered appropriate to do so.

6. When the pitching manager/coach signals the ball is about to be placed on the tee:
 - A. Infielders must be on the dirt portion of the infield or behind the infield chalk line.
 - B. Outfielders must be on the grass portion of the outfield or behind the outfield chalk line.
 - C. The ball is considered "in play" as soon as the pitching manager/coach holds it up and presents it to the batter.

Manager/Coach Positioning

1. The pitching manager/coach will assist in adjusting the batting tee prior to each player's turn at bat and will be responsible for removing the tee after the ball has been hit.
2. On defense, two (2) coaches are allowed in the outfield behind the outfielders and may coach the players during live play.

Lakeland City Baseball Training League Local Rules (7 & 8 Year Olds)

Batters:

1. All players will bat in a continuous batting order.
2. After the start of the game, should a player be removed from a game for any reason (injury, illness, etc.) the team will skip over him/her when his/her time at bat comes up without penalty. If the absent player returns during the game, he/she is merely inserted into their original spot in the lineup and the game continues.
3. If a player arrives late to the game site he/she will be added to the end of the current lineup
4. A maximum of 5 runs per inning will be allowed.
5. A batter will be allowed 5 total pitches but will not be called out if the final pitch is hit foul. The umpire will feed the pitching machine and at his/her discretion may call a "no pitch" in the case of a wildly pitched ball.
6. On hits to the outfield the runner may advance until the ball has been returned to the infield area and is in the control of an infielder in fair territory. If a base runner is less than halfway to the next base when the ball comes into the control of an infielder then he/she must return to the last base legally occupied. If more than halfway to the next base at the time the ball came into the control of an infielder, the runner may attempt to reach that base, however he/she is at risk of being put-out until that based is reached safely. It is the judgment of

the umpire to determine when the ball is in the control of an infielder and whether a runner is halfway to the next base or not.

7. A batted ball which hits the pitching machine shall be called “dead”. The batter will be given first base and runners will advance one base.
8. Bunting is permitted in Training League. Fake bunting is also allowed. However, once a batter fakes a bunt he/she may not return to the regular batting stance and strike the ball. If the batter swings and strikes the ball, the ball is dead and the batter is called out.
9. Stealing is not permitted in Training League.

Overthrows:

1. If an overthrow or an error occurs during a defensive play at any base, runners may only attempt to reach the next base beyond that which has been secured. However, they remain at risk until that base is occupied or until the umpire declares a dead ball. Once the runners have secured the next base or been tagged out following an overthrow or an error the umpire shall call time and no further advancement is possible.

Pitchers and Catchers:

1. Pitching will be done each game by a pitching machine fed by the umpire.
2. Pitching will be done at a speed of 42 mph.
3. Adjustments can be made to the pitching machine at any time at the umpire’s sole discretion in order to insure proper pitches.
4. If a pitching machine is not available for use in a game, the offensive team’s manager/coach will pitch. Each pitch must be pitched on as

straight a line to the batter as possible. (NO lob pitches).

5. Under inclement weather conditions, the league vice president or board member on duty may rule it unsafe to use the pitching machine. In this case, rule 4 will apply.
6. The catcher will be equipped with full gear, including cup. He/she may use their own glove. Managers are encouraged to have their catchers position themselves in the squat position in the appropriate place behind the batter in order to receive the pitched ball and return it to the pitcher after each pitch. Tossing it back to the coach behind them is not appropriate.

Field Presence:

1. A team must have 9 players to begin a game; less than 9 is a forfeit. Play may continue, but as an unofficial game.
2. 10 defensive players will be allowed on the field.
3. All players must sit out one inning before any player can sit out a second time.
4. A player may not play any position more than 2 innings per game.
5. The defensive team will have 5 infielders plus a catcher. The remaining players will play outfield positions.
6. When the umpire signals to play ball:
 - A. Infielders must be on the dirt portion of the infield or behind the infield chalk line.
 - B. Outfielders must be on the grass portion of the outfield or behind the outfield chalk line.
 - C. The pitcher must have one (1) foot in contact with the dirt portion of the

mound and have both feet even with or behind the pitcher's plate until the ball leaves the pitching machine.

- D. The ball is considered "in-play" as soon as the umpire holds up the ball and presents it to the batter.
7. The infield fly rule will not be used in Training League.

Coach Positioning

1. **One** infield (defensive) coach will be positioned behind the catcher as close to the backstop as possible and remain there while the ball is in play. He/she will not instruct or assist the players while the batter is in the batter's box and the ball is in play.
2. **One** outfield (defensive) coach will be positioned behind the outfielders at all times and may not instruct or assist the players while the batter is in the batter's box or the ball is in play.
3. **One** coach must remain in the dugout. No other adults are allowed on the field or in the dugout.

Lakeland City Baseball Minor League Local Rules (9 & 10 Year Olds)

Batters:

1. All players will bat in a continuous batting order.
2. After the start of the game, should a player be removed from a game for any reason (injury, illness, etc.) the team will skip over him/her when his/her time at bat comes up without penalty. If the absent player returns during the game, he/she is merely inserted into their original spot in the lineup and the game continues.
3. If a player arrives late to the game site he/she will be added to the end of the current lineup.
4. A maximum of five (5) runs per inning will be allowed.
5. Fake bunting is allowed. However, once a batter fakes a bunt he/she may not return to the regular batting stance and strike the ball. If the batter swings and strikes the ball, the ball is dead and the batter is called out.

Pitchers and Catchers:

1. Little League pitcher and pitch count rules are in effect.

Field Presence:

1. A team must have 9 players to begin a game; less than 9 is a forfeit.
2. 10 defensive players will be allowed on the field.

3. No player shall sit out more than one (1) consecutive inning.

Lakeland City Baseball Major League Local Rules (11 & 12 Year Olds)

Batters:

1. All players will bat in a continuous batting order.
2. After the start of the game, should a player be removed from a game for any reason (injury, illness, etc.) the team will skip over him/her when his/her time at bat comes up without penalty. If the absent player returns during the game, he/she is merely inserted into their original spot in the lineup and the game continues.
3. If a player arrives late to the game site he/she will be added to the end of the current lineup.
4. Fake bunting is allowed. However, once a batter fakes a bunt he/she may not return to the regular batting stance and strike the ball. If the batter swings and strikes the ball, the ball is dead and the batter is called out.

Pitchers and Catchers:

1. Little League pitcher and pitch count rules are in effect.

Field Presence:

1. A team must have 9 players to begin a game; less than 9 is a forfeit.
2. No player shall sit out more than one (1) consecutive inning.

Lakeland City Baseball Junior League Local Rules (13-15 Year Olds)

Pitchers and Catchers:

1. Little League pitcher and pitch count rules are in effect.
2. 15 year-olds are permitted to pitch. A 15 year-olds maximum pitch count is ninety five. No more than two innings per game may be pitched by 15 year-olds individually or combined. Rest requirements are the same as the requirements for 13/14 year-olds.
3. Fake bunting is allowed. However, once a batter fakes a bunt he/she may not return to the regular batting stance and strike the ball. If the batter swings and strikes the ball, the ball is dead and the batter is called out.

Field Presence:

1. A team must have 9 players to begin a game; less than 9 is a forfeit.

2010 LCB Tournament Rules

All Leagues:

1. Double elimination tournament.
2. Protest procedure: All rule-based protests should be communicated to the head umpire at once by the manager or coach. The manager or coach must ask for time to be called. Once time is granted by an umpire, a manager or coach will address the protest to the head umpire. If unresolved, the head umpire will consult with the Tournament Director who will rule on the protest. Appeals to this decision may be made to the League President who has the final say on all protests. All protests must be declared before the umpire(s) leave the field. No protest shall be considered on a decision involving an umpire's judgment.

Training League:

1. Five-run limit per inning.
2. Games will be six innings in length and cannot end in a tie.
3. No time limit on games.
4. Ten-run rule after fourth inning is in effect.
5. Defensive positions do not have to be rotated, but all players must sit one inning before any player sits twice.
6. One manager and two coaches per dugout. One defensive coach must be positioned at the backstop, one coach in the outfield behind the outfielders and one in the dugout.

Minor League:

1. No five-run rule.
2. Games will be six innings in length and cannot end in a tie.
3. No time limit on games.
4. Ten-run rule after fourth inning is in effect.
5. One manager and two coaches per dugout.

Major League:

1. Games will be six innings in length and cannot end in a tie.
2. No time limit on games.
3. Ten-run rule after fourth inning is in effect.
4. One manager and two coaches per dugout.

Junior League:

1. Games will be seven innings in length and cannot end in a tie.
2. No time limit on games.
3. Ten-run rule after fifth inning is in effect.
4. One manager and two coaches per dugout.

2010 LCB Tournament Pitching Rules All Leagues

1. Any rostered player on a team may pitch. (**Note:** There is no limit to the number of pitchers a team may use in a game.)
2. Pitchers once removed from the mound may not return as pitchers. **Junior League:** A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
3. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position.

League Age	Max Pitches Per Day	Rest Requirements
13-15	95	66 pitches or more, 4 calendar days 51-65 pitches, 3 calendar days 36-50 pitches, 2 calendar days 21-35 pitches, 1 calendar day 1-20 pitches, no rest required
11-12	85	
9-10	75	
8	50	

Exception: If a pitcher reaches the limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until the batter reaches base or is put out.

Exception: Rest requirements reset between regular season games and LCB tournament games.

4. A player may not pitch in more than one game in a day.
5. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for

the remainder of the day.

Except as noted above, all other Little League (green book) tournament rules and guidelines are in effect.