



Local Little League Guidelines, Clarification, and Rules

Lakeside Little League operates and is governed by the Official Little League Baseball Regulations and Playing Rules. That being said, the following local rules and/or guidelines clarify the official guidelines and were established by the local board to meet the needs of the local community.

**Board Reviewed/Approved
February 2020**

T-Ball Rules

Participants

1. Generally limited to league age 5 and 6 year olds who have less than one year of experience.
2. All Players are assigned to teams by the division coordinator. Players may request to play with particular friends and/or coaches and the league will do its best to honor these requests. Although trades are not encouraged, trades may be made with the approval of the player agent and division coordinator and must be completed prior to the start of the season.
3. Every player on the roster must have equal playing time.

Equipment

1. A regulation "soft" T-Ball will be used during the game.
2. Protective cups are required.
3. Bases and batting tees are provided by the home team.

Games

1. Games will start at scheduled times and should be limited to 1 hour and 30 minutes and are limited to 4 innings. No inning will start after 1 hour and 15 minutes.
2. Games are not scored.
3. There will be a fair ball line ten (10) feet from home plate.

Positions

1. A team will typically consist of eleven (11) or more players. Many of our teams may exceed this number so feel free to place all players in the infield/outfield to avoid bench time.
2. Pitching position—pitcher will stay in a 6' radius of pitcher's mound until the ball is hit.
3. A player should not play the same position for more than two (2) innings.
4. There will not be a catcher in the T-ball division.

Batting/Pitching

1. Batters will hit until a fair ball is batted off the tee. There are no strike outs.
2. Every player goes through the batting rotation; this constitutes an inning.
3. There are no three-out-per-inning rules. If a player is out through a caught ball or tag he/she will return to the dugout area. Teams are to bat in a continuous order. All players bat whether or not they are playing in the field.
4. A ball hit short of the ten (10) foot line will be considered foul; once a ball crosses the ten (10) foot line, it is considered fair.
5. A batter is out if he/she throws a bat a second time after a warning.
6. Bunting or intentional easy swings are not allowed.

Base Running

1. Stealing and sliding are not permitted.
2. Infield fly rules do not apply.
3. On any infield overthrow, the base runners may not advance and the ball is then considered dead.
4. A ball hit to the outfield is considered dead when the outfielders throw crosses the plane of the infield base line. The runner advances forward to the nearest base.
5. If a runner is hit by a ball, he/she is not out.

Coaching

1. The batting team is allowed a batting coach, first base coach, and third base coach. The batting coach will be responsible for removing bats and tee from area of play.
2. The fielding team is allowed two field coaches.
3. The head coach is responsible for maintaining order on the sideline and keeping equipment and players behind the backstop or in the dugout area.
4. Home team will occupy the 3rd base dugout and is required to prepare the field for play prior to the game. The team shall also remove any trash from in and around the dugouts and bleachers.
5. Visiting team will occupy the 1st base dugout and is required to clean up after the game and prepare the field for the next game. The team shall also remove any trash from in and around the dugouts and bleachers.

Rookie Ball Rules

Participants

1. Generally limited to league age 6 and 7 and players who have more than one (1) year of experience.
2. All Players are assigned to teams by the division coordinator. Although trades are not encouraged, trades may be made with the approval of the player agent and division coordinator and must be completed prior to the start of the season. Players may request to play with friends and/or coaches and the league will do its best to honor these requests.
3. Every player on the roster shall have equal playing time.

Equipment

1. A regulation "soft" T-Ball will be used during the game.
2. Protective cups are required.
3. Bases and batting tees are provided by the home team.

Games

1. Games will start at scheduled times and should be limited to 1 hour and 30 minutes or 4 innings. No inning will start after 1 hour 15 minutes.
2. Games are not scored.
3. There will be a fair ball line ten (10) feet from home plate.

Positions

1. A team will typically consist of eleven (11) players: first base, second base, third base, shortstop, pitcher, catcher, and five (5) outfielders. Many of our teams exceed this number, so place all players in the outfield to avoid bench time.
2. Pitching position—pitcher will stay in a 6' radius of pitcher's mound until the ball is hit.
3. Catcher's position – the player shall wear protective gear at all times while playing catcher.
4. A player should not play the same position for more than two (2) innings per game.
5. The pitching coach should stand 15-20 feet from home plate.

Batting/Pitching

1. Pitches are limited to 5 and then the batting tee is used until a fair ball is batted. There are no strikeouts.
2. Every player goes through the batting rotation; this constitutes an inning. All players bat whether or not they are playing in the field.
3. There are no three-out-per-inning rules. If a player is out through a caught ball, force out, or tag, he/she will return to the dugout area.
4. A ball hit short of the ten (10) foot line will be considered foul; once a ball crosses the ten (10) foot line, it is considered fair.
5. A batter is given a verbal warning by the Managers the first time he/she throws the bat. A batter is out if he/she throws a bat a second time after a warning.
6. Bunting or intentional easy swings are not allowed.
7. The speed of the pitching machine may be increased halfway through the season as directed by the Division Coordinator. However, the goal must be for more hits for the offense, which results in more fielding opportunities for the defense.

Base Running

1. Stealing and sliding are not permitted.
2. Infield fly rules do not apply.
3. On any infield overthrow, the base runners may not advance, and the ball is then considered dead.
4. A ball hit to the outfield is considered dead when the outfielder's throw crosses the plane of the infield base line. The runner advances forward to the nearest base.
5. If a ball hits a runner, he/she is not out.

Coaching

1. The batting team is allowed a batting coach, first base coach, and third base coach.
2. The fielding team is allowed two field coaches and one catcher's coach. The catcher's coach will be responsible for removing bats and tee from area of play.
3. The head coach is responsible for maintaining order on the sideline and keeping equipment and players

behind the backstop or in dugout area.

4. Home team will occupy the 3rd base dugout and is required to prepare the field for play prior to the game. The team shall also remove any trash from in and around the dugouts and bleachers.
5. Visiting team will occupy the 1st base dugout and is required to clean up after the game and prepare the field for the next game. The team shall also remove any trash from in and around the dugouts and bleachers.

“A” Farm Division Rules

Participants

1. Generally limited to league age 7 and 8 and players who have two (2) years of experience.
2. The division coordinator assigns all Players to teams. Players may request to play with friends and/or coaches and the league will do its best to honor these requests. Although trades are not encouraged, trades are permitted with the approval from the player agent and division coordinator and must be completed prior to the start of the season.
3. Every player must have playing time in each game and have equal playing time over the course of the season.
4. Protective cups are required.
5. All managers should be aware that it is possible for a player on your roster to be called up to a higher division to fill a roster spot due to season-ending injury, illness, or other board-approved reasons. No manager likes to lose their best player in the middle of the season, but please understand that these situations happen every year and this year will likely not be an exception.

Games

1. Forfeits are not supported by the league. If a team has less than the required players, additional players may be borrowed from the opposing team or a team may play with fewer than 9 players.
2. Games will start at scheduled times and should be limited to 1 hour and 45 minutes to avoid schedule conflicts. No inning will start after 1 hour and 30 minutes. Each game will consist of roughly 4 to 6 innings with a maximum of 6 innings.
3. Games are not scored.
4. In the case of a rainout, there are no official make-up games in the A Division. However, managers may agree to a make-up game assuming field availability.
5. A regulation “soft” T-Ball will be used during the game.

Positions

1. A fielding team is defined as not greater than 10. Typically, teams consist of ten (10) players: first base, second base, third base, shortstop, pitcher, catcher, and four (4) outfielders. Many of our teams exceed this number, so some players will experience bench time.
2. Pitching position—pitcher will stay in a 6’ radius of pitcher’s mound until the ball is hit.
3. A player should not play the same position for more than two (2) innings per game.

Batting/Pitching

1. A pitching machine will be used for all play in the A Division. A maximum of 6 pitches will be given to each hitter. If the hitter does not hit these pitches into fair territory, it is considered a strike out and will move on to the next hitter. An at bat, however, may not end with a foul ball.
2. Kids will not be pitching in the A Division.
3. To ensure safety, a coach must always be located near the pitching machine whenever it is plugged in to a power source. All managers and coaches must be extra careful to make sure that the kids are never left alone near the pitching machine while it is operating.
4. All players bat whether or not they are playing in the field.
5. Innings will last either 3 outs or a maximum of batting through the lineup. Strikeouts shall not count as an out. However, after the half-way mark of the season, the Division Coordinator, working closely with the President, VP of Operations and Player Manager, can elect to make strikeouts count as outs.
6. A batter is given a verbal warning by the Managers the first time he/she throws the bat. A batter is out if he/she throws a bat a second time after a warning.
7. Bunting or intentional easy swings are not allowed.

Base Running

1. There is no sliding or stealing in the A Division.
2. Infield fly rules do not apply.
3. If a ball hits a runner, he/she is not out.
4. Only one base will be taken on any infield overthrow.
5. A ball hit to the outfield is considered dead when the outfielder’s throw crosses the plane of the infield baseline and then the runner may advance to the next base.

Coaching

1. Coaches are allowed on the field to assist the players.
2. The manager is responsible for maintaining order on the sideline and keeping equipment and players behind the backstop or in dugout area.
3. Home team will occupy the 3rd base dugout and is required to prepare the field for play prior to the game. The team shall also remove any trash from in and around the dugouts and bleachers.
4. Visiting team will occupy the 1st base dugout and is required to clean up after the game and prepare the field for the next game. The team shall also remove any trash from in and around the dugouts and bleachers.
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“AA” Minor Division Rules

Participants

1. Generally limited to league age 8 through 10.
2. Players are drafted to teams through an official Little League draft process. All drafts are final and no trades are permitted after the end of the draft as announced by the player agent.
3. Lakeside has determined that AA is a developmental league. Managers are encouraged to put all kids in various positions in order to better understand the overall game.
4. Defensively, no player may be benched for more than 2 innings per game. Due to this minimum play rule, free substitutions are permitted.
5. All managers should be aware that it is possible for a player on your roster to be called up to a higher division to fill a roster spot due to season-ending injury, illness, or other board-approved reasons. No manager likes to lose their best player in the middle of the season, but please understand that these situations happen every year and this year will likely not be an exception.
6. The AA Minor division will likely be the end of the line on roster adjustments. In other words, an AA Minor Manager will not be able to go down to the Farm Division to replace a lost player without the approval of the player agent.

Games

1. Forfeits are not supported by the league. If a team has less than the required players, additional players may be borrowed from the opposing team or a team may play with fewer than 9 players.
2. Games will start at scheduled times and should be limited to 6 innings or 2 hours to avoid schedule conflicts. No inning will start after 1 hour and 45 minutes.
3. No bunting.
4. No stealing. However, once beyond the half-way point in the season, the AA Coordinator, working closely with the VP of Operations and AA coaches, may implement a rule that allows runners to steal 2nd base only. In order for runners to steal 2nd base, the catcher must cleanly catch the ball. Runners cannot advance if the catcher drops the ball or the ball is thrown in the dirt.
5. Once steals are allowed, runners cannot steal 3rd or home, or advance beyond 2nd base on an overthrow by the catcher.
6. In the case of a rainout, there are no official make-up games. However, if respective managers can agree to make up a game and a field is available, the league does permit such a game.
7. All games will be played with official Little League baseballs.
8. A team may not score more than 5 runs in any turn at bat.
9. There will be a Junior Home Plate Umpire for the entire season.

Positions

1. A fielding team is defined as 9 players.
2. A player should not play the same position for more than two (2) innings per game.
3. Every player must play an infield position a minimum of one inning for every three innings played (two innings per six inning game). For purposes of this rule, the pitcher is considered an infield position, but the catcher position is **not** considered an infield position unless steals are allowed.
4. Playing time and positions shall be equally distributed between infield and outfield throughout the game.
5. During Coach Pitch, the Player Pitcher must have one foot in the dirt of the pitcher's mound, behind or even with the rubber.

Batting/Pitching

1. Players pitch for all games during the season using our 'No Walk Policy'.
2. The 'No Walk Policy' states that no batters will walk after four (4) balls delivered by a kid pitcher (with exception of a hit by pitch). Instead, after four (4) balls, the coach from the batting team will come in to pitch to the batter. The number of pitches that the coach will throw to the batter is determined by the count that existed when the 'kid pitcher' delivered Ball 4. The coach will throw 1, 2 or 3 pitches determined by the formula (3 minus the number of strikes in the count upon ball 4). For example, if the count was 3-1 when ball 4 was thrown, the coach would come in and throw 2 (3 minus 1 strike) pitches to the batter. An at bat may not end with a foul ball. The coach may not be more than 3 feet in front of the pitcher's mound and lobbing the ball is frowned upon. A coach-pitched ball must be considered hittable (i.e. does not bounce, hit the batter) but not necessarily in the strike zone to count as a strike. Except for foul balls, a player is out once the coach throws

the 3rd strike.

3. If a batter is hit by a player pitch, the batter may choose to either take their base or complete the at-bat with a fresh count from the coach. If the player is hit anywhere on the helmet, the player must take first base. The Manager may override the player's decision to complete the at-bat in the interest of player safety.
4. All players bat whether or not they are playing in the field.
5. A pitcher may not throw more than two innings per game. However, to encourage the development of more pitchers, coaches are strongly encouraged to not use a pitcher more than one inning per game.
6. Please be sure to follow all pitch count rules stated in the Little League Rules and Regulations booklet given to each manager prior to the season.
7. For the first half of the season or until directed by the Division Coordinator, all at-bats shall begin with a 1 and 1 count.
8. In between innings, the pitcher shall be limited to three (3) warm up pitches. In the event of a pitching change during the inning, the new pitcher shall be limited to three (3) warm up pitches.

Base Running, etc.

1. Sliding is permitted.
2. Headfirst sliding is not allowed. A headfirst slide will be considered out.
3. Sliding into first base is not allowed.

Coaching

1. Two Adult base coaches are permitted.
2. The manager is responsible for maintaining order on the sideline and keeping equipment and players behind the backstop or in dugout area.
3. Home team will occupy the 3rd base dugout and is required to prepare the field for play prior to the game. The team shall also remove any trash from in and around the dugouts and bleachers.
4. Visiting team will occupy the 1st base dugout and is required to clean up after the game and prepare the field for the next game. The team shall also remove any trash from in and around the dugouts and bleachers.

“AAA” Minor Division Rules

Participants

1. Generally limited to league age 9 through 11.
2. Players are drafted to teams through an official Little League draft process. All drafts are final. Trades are permitted on draft night with approval of the player agent.
3. All players must play a minimum of 12 defensive outs (four (4) innings) per game. It will not be considered a violation of the rule if the home team does not bat in the bottom of the 6th inning (exception applies to visiting team only). Due to this minimum play rule, free substitutions are permitted in the AAA division.
4. All teams in the AAA Minor Division must have the same number of players on their roster. If a player can't finish the season with a team due to injury, illness, etc., the manager must replace this player on the roster with a player on the league waiting list or he must go down to the AA Minor Division to 'draft' a player of his choice from any team in that division. This player must be replaced on the AAA Minor Division Roster as soon as reasonably possible. Playing with a reduced roster is an advantage in the AAA Division and we cannot have any managers taking advantage of this situation.
5. In the case where an AAA Minor Division manager needs to 'draft' a player from the AA Minor Division, the AAA Minor Division Manager must contact the League Player Agent prior to discussing the 'transaction' with either the player or the parents of the player. All 'drafts' of this manner shall be approved by the League Player Agent in consultation with the respective division coordinators.
6. All managers should be aware that it is possible for a player on your roster to be called up to the Major Division to fill a roster spot due to season-ending injury, illness, or other board-approved reasons. No manager likes to lose their best player in the middle of the season, but please understand that these situations happen every year and this year will likely not be an exception.

Games

1. Games will start at scheduled times to avoid schedule conflicts.
2. Forfeits are not supported by the league. If a team has less than the required players, 1-2 additional players may be borrowed from the opposing team or a team may play with 8 players.
3. Games will start at scheduled times and should be limited to 6 innings or 2 hours to avoid schedule conflicts. No inning will start after 1 hour and 45 minutes.
4. The Umpire can declare "Last Inning" if, in his judgment, the game is a total blowout or, if in his judgment, the game should be suspended for safety reasons such as darkness, rain, etc. The game is "legal" if 3.5 innings are played if the home team is ahead, or 4 innings if the home team is behind. There are NO TIES. If a game is suspended, it will be resumed from the exact point (runners on base, outs, innings) at which it was suspended and played to completion. Pitch counts will be observed based on the date the game is replayed, NOT based on the pitch count of the original game.
5. The AAA Game Coordinator and/or game umpire, consulting with both coaches, will determine the final inning based on available time and/or remaining light. If there's a disagreement, the Game Coordinator or League official will make the final decision.
6. A player can play the same position for no more than two (2) innings per game-except pitcher and catcher, which are governed by official Little League rules.
7. Every player must play an infield position a minimum of two innings per six inning game. For purposes of this rule, the pitcher and catcher are considered an infield position.
8. A suspended game must be played to a conclusion prior to the two teams' next game against each other. If it happens to be the final game between the two teams, the game must be finished prior to the final day of the regular season.
9. The "Ten Run Rule" is not to be applied in any game.
10. Except for the final inning, a team may not score more than 5 runs in any turn at bat.
11. The Home Team will be responsible for the official scorebook. The Visiting Team shall also keep a scorebook. The official scorekeeper will be responsible for recording the pitch counts for each pitcher on both teams throughout the course of the game. It is the responsibility of both managers to confirm that the information matches for both teams. In the event of a conflict, the home team's information shall be deemed correct.
12. The manager of the home team is responsible for reporting the official score and the official pitch counts to the website. These scores and pitch counts will be posted on our website and the visiting manager should check to confirm that they have each been recorded accurately. Also, each manager must sign the official pitch count log at the conclusion of each game to confirm pitch counts for each pitcher. The official pitch count log will be kept in our snack shack for any manager to review during the week.

13. Rainouts or games cancelled due to an official school function or lack of players shall be rescheduled and must be coordinated with the coach coordinator and Umpire in Chief. All cancelled AAA Division games shall be rescheduled unless both managers agree to not reschedule the game. In this event, the Player Agent and President must both agree with managers prior to officially canceling the game. All makeup games must be played prior to the last scheduled game of the season.
14. All games will be played with official Little League baseballs. The home team must supply two NEW balls to the umpire prior to the start of the game.
15. Protests are strongly discouraged in AAA. If you do protest, the protest must be made to the home plate umpire before the next PITCH is thrown. Judgment calls are not subject to protest. If you are still unsatisfied, notify the plate umpire that you are "officially" protesting the game. You must submit a written report to the league president within 24 hours of the conclusion of the game. Understand that fans, umpires, other coaches, and players may be contacted to obtain information on the game events.

Pitching/Hitting Rules

1. All pitching rules will be strictly followed in this division.
2. To encourage the development of more pitchers, the manager must remove the pitcher when said pitcher reaches the limit for his or her age group as noted below

League Age:

- 11-12 - 65 pitches per day
 - 9-10 - 50 pitches per day
 - 7-8 - 35 pitches per day
3. If the pitcher reaches the pitch limit imposed by his or her age group while facing a batter, the pitcher may continue to pitch until completion of the at bat. Rest days follow Little League rules.
 4. The pitcher may remain in the game at another position.
 5. Any player who has played the position of **catcher** for more than three innings (three innings plus one pitch) is not eligible to **pitch** on that day.
 6. A **pitcher** who delivers 41 or more **pitches** in a game cannot play the position of **catcher** for the remainder of that day.
 7. Rest days follow Little League rules.
 8. The pitch count rule will be enforced during the regular season and during Lakeside playoff games. This rule is not enforced during all-star games.
 9. AAA will not observe a season-long pitch count.
 10. All players bat whether or not they are playing in the field.
 11. Baserunning rules shall comply with the 2020 Little League Official Regulations and Playing Rules booklet, with the exceptions being Rules #12 and #13 below.
 12. The 5th run in any inning except the 6th or later inning cannot be on a passed ball or steal; the 5th run can be the result only of a ball in play or a walk.
 13. Stealing home is not allowed when a team is ahead by 10 or more runs at any point during the game.
 14. During regular season games, batters must keep one foot in the batter's box throughout the at-bat, with consideration to the exceptions provided in the rule book. If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning to the batter, the umpire shall call a strike. Any number of strikes can be called on each batter.

Fields/Coaches

1. Two Adult base coaches are permitted. Players with helmets are allowed to coach the bases as well.
2. The manager is responsible for maintaining order on the sideline and keeping equipment and players behind the backstop or in the dugout area.
3. Home team will occupy the 3rd base dugout and is required to prepare the field for play prior to the game. The team shall also remove any trash from in and around the dugouts and bleachers
4. Visiting team will occupy the 1st base dugout and is required to clean up after the game and prepare the field for the next game. The team shall also remove any trash from in and around the dugouts and bleachers.
5. During the regular season and during AAA playoffs, coaches and managers (3 maximum) are allowed to stand next to their assigned dugout while their team is on defense.

Post Season Tournament (Seeding)

All teams will play in a post-season tournament to be formatted as follows:

- Round 1: 4th seed vs. 5th seed. 1st seed– Bye; 2nd seed vs 5th seed, 3rd seed vs. 4th seed
- Round 2: 1st seed plays the winner of 1st round game. 2nd seed plays the 3rd seed.

Round 3: Championship game consists of the winners of the Round 2 games.

Tournament Notes:

Higher seed is the home team in all post-season games.

In the case where two or more teams have identical win/loss records after all games are recorded, the first tie-breaker will be head-to-head competition. The second tie-breaker, if needed, shall be runs allowed in the games between the teams involved. In other words, the team that has given up the fewest runs will be the higher seed. A coin flip will be the last step in determining who the home team will be.

Major Division Rules

Participants

1. Limited to league age 10 through 12. Nine year-olds will not be permitted to play in the Major Division and all 12 year-olds will be placed in the Major division.
2. Players are drafted to teams through an official Little League draft process. All drafts are final. Trades are permitted on draft night with approval of the player agent. The roster size shall be determined by the Executive Committee, with input from the Board of Directors, prior to the draft. Prior to the draft, the President and Player Agent have the authority to determine the number of players per roster for the Majors Division (teams must consist of 11 or 12 players, and all teams must have the same number of players). This decision shall be based upon registration numbers of players eligible for the Majors Division and take into account player safety and player development.
3. Regardless of the size of the roster, the entire roster shall bat.
4. A player should not play the same position for more than three (3) innings per game-except pitcher and catcher, which are governed by official Little League rules.
5. Every player must play an infield position a minimum of two innings per six inning game. For purposes of this rule, the pitcher and catcher are considered an infield position.
6. Free substitutions are allowed.
7. Major division roster size shall be even across the division at a level determined by the President, Player Agent and Board of Directors based on the best interest of player safety and development. If a player can't finish the season with a team due to injury, illness, etc., the major division manager must replace this player on the roster with a player on the league waiting list or he must go down to the AAA Minor Division to 'draft' a player of his choice from any team in that division. This player must be replaced on the Major Division Roster as soon as reasonably possible. Playing with a reduced roster is an advantage in the Major Division and we cannot have any managers taking advantage of this situation.
8. In the case where a Major division manager needs to 'draft' a player from the AAA Minor Division, the Major Division Manager must first contact the League Player Agent prior to discussing the 'transaction' with either the player or the parents of the player. All 'drafts' of this manner shall be approved by the League Player Agent in consultation with the respective division coordinators.

Games

1. Games will start at scheduled times.
2. No time limits will be imposed on any games in this division. The umpire can also stop a game if, in his judgment, the game should be ended for safety reasons such as darkness, rain, etc. The game is 'official' if 3.5 innings are played if the home team is ahead, 4 innings if the home team is behind. There are NO TIES. If a game is suspended, it will be resumed from the exact point (runners on base, outs, innings) at which it was suspended and played to completion. Pitch counts will be observed based on the date the game is replayed, NOT based on the pitch count of the original game.
3. A suspended game must be played to a conclusion prior to the two teams' next game. If it happens to be the final scheduled game between the two teams, the game must be finished prior to the final day of the regular season.
4. The standard 10-run rule from the green book will not be used in Lakeside's Major division.
5. The Home Team will be responsible for the official scorebook. The Visiting Team shall also keep a scorebook. The official scorekeeper will be responsible for recording the pitch counts for each pitcher on both teams throughout the course of the game. It is the responsibility of both managers to confirm that the information matches for both teams. In the event of a conflict, the home team's information shall be deemed correct.
6. The manager of the home team is responsible for reporting the official score and the official pitch counts to the website. These scores and pitch counts will be posted on our website and the visiting manager should check to confirm that they have each been recorded accurately.
7. Rainouts or games cancelled due to an official school function or lack of players shall be rescheduled and must be coordinated with the coach coordinator and Umpire in Chief. All cancelled Major Division games shall be rescheduled unless both managers agree to not reschedule the game. In this event, the Player Agent and President must both agree with managers prior to officially canceling the game to ensure Lakeside remains in compliance with Little League rules. All makeup games must be played prior to the last scheduled game of the season.
8. All games will be played with official Little League baseballs. The home team must supply three NEW balls to the umpire prior to the start of the game.

9. Lakeside has adopted the optional dropped third strike rule - found on page 72 of the 2019 rule book (6.05 (b) and 6.09 (b)) for the Major Division only.
10. Protests are strongly discouraged in Little League Baseball. If you do protest, the protest must be made to the home plate umpire before the next PITCH is thrown. Judgment calls are not subject to protest. If you are still unsatisfied, notify the plate umpire that you are "officially" protesting the game. You must submit a written report to the league president within 24 hours of the conclusion of the game. Understand that fans, umpires, other coaches, and players may be contacted to obtain information on the game events.

Pitching/Hitting Rules

1. All pitching rules will be strictly followed in this division.
2. To encourage the development of more pitchers, the manager must remove the pitcher when said pitcher reaches the limit for his or her age group as noted below

League Age:

- 11-12 - 65 pitches per day
 - 9-10 - 50 pitches per day
 - 7-8 - 35 pitches per day
3. If the pitcher reaches the pitch limit imposed by his or her age group while facing a batter, the pitcher may continue to pitch until completion of the at bat. Rest days follow Little League rules.
 4. The pitcher may remain in the game at another position.
 5. Any player who has played the position of **catcher** for more than three innings (three innings plus one pitch) is not eligible to **pitch** on that day.
 6. A **pitcher** who delivers 41 or more **pitches** in a game cannot play the position of **catcher** for the remainder of that day.
 7. Rest days follow Little League rules.
 8. The pitch count rule will be enforced during the regular season and during Lakeside playoff games. This rule is not enforced during all-star games.
 9. During regular season games, batters must keep one foot in the batter's box throughout the at-bat, with consideration to the exceptions provided in the rule book. If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning to the batter, the umpire shall call a strike. Any number of strikes can be called on each batter.
 10. Baserunning rules shall comply with the 2019 Little League Official Regulations and Playing Rules booklet.

Fields/Coaching

1. Two Adult or player (with helmet) base coaches are permitted.
2. The manager is responsible for maintaining order on the sideline and keeping equipment and players behind the backstop or in the dugout area.
3. Home team will occupy the 3rd base dugout and is required to prepare the field for play prior to the game. The team shall also remove any trash from in and around the dugouts and bleachers
4. Visiting team will occupy the 1st base dugout and is required to clean up after the game and prepare the field for the next game. The team shall also remove any trash from in and around the dugouts and bleachers

Post Season Tournament -

All teams will play in a post-season tournament to be formatted as follows:

- o Round 1: 1st seed vs 4th seed. 2nd seed vs. 3rd seed.
- o Round 2: The two winning teams from Round 1 play each other to determine the league Champion. A consolation game between the losing teams from Round 1 will also be played.

Tournament Notes:

Higher seed is the home team in all post-season games.

In the case where two or more teams have identical win/loss records after all games are recorded, the first tie-breaker will be head-to-head competition. The second tie-breaker, if needed, shall be runs allowed in the games between the teams involved. In other words, the team that has given up the fewest runs will be the higher seed.

Seeding:

Seeding will be determined by win/loss record during the regular season.

Any ties will be settled by head-to-head competition (first tie-breaker).

The second tie-breaker will be the fewest runs allowed in the games between the teams involved.

A coin flip is the final determination for seeding.

TOC Representatives:

The Number 1 TOC team will be the team with the best record during the regular season (1st Seed).

The Number 2 TOC team will be the team that wins the Post Season Tournament-unless the Post Season Tournament winner is the overall #1 seed. If this is the case, the Number 2 TOC team will be the loser of the Round 2 championship game.