

# Lufkin Little League

## Youth Baseball Playing Rules

*Revised 2026*

### **ARTICLE I – Rule Affiliations**

1. In baseball, all areas not specifically covered in these By-laws and Constitution is subject to the playing rules of Little League, Inc. or LL.
2. Any matter not covered in these articles and rules shall be left to the discretion of the Lufkin Parks & Recreation Department (LPAR) and the Lufkin Little League Board of Directors.
3. LPAR shall have the power to schedule, cancel, or re-schedule any game necessary to complete the season on time.

### **ARTICLE II – Manager Responsibilities**

1. All managers and coaches must have completed and passed a background check to coach during games and practices.
2. Only the head coach and two assistants are allowed in the dugout during games for Coach Pitch, Minors, Majors, and Juniors.
3. It is the manager's responsibility to understand the by-laws and playing rules set forth by LPAR, the Lufkin Little League Board of Directors, Little League, Inc..
4. Managers are responsible for the conduct of their players, coaches, and fans.

### **ARTICLE III – Officials and Protests**

1. All games are in the hands of the umpires. Every player, team, and spectator is required to respect his or her authority. Unsportsmanlike conduct will not be tolerated. Any unsportsmanlike behavior by a player could result in the removal of the player from the league.
2. Protests must be made to the umpire at that time, and then filed with the League Supervisor immediately. This formal notification will be done by the Head Coach that is protesting the game. The opponent's Head Coach will be notified by the umpire at the time of the protest.
3. Judgment calls can not be protested.
4. Decisions that can be made at the field will be done so by LPAR staff and/or board members present. If not, the situation will be addressed by the Board of Directors.
5. There will be no protests in Prep or T-Ball.
6. Protests in Minors, Majors, and Junior games must be resolved before the next pitch.

### **ARTICLE IV – Team Rosters**

1. All players must meet the residency and age requirements set forth by Little League, Inc.
2. Rosters are set at draft and will not be altered in any way unless approved by the player agent, LPAR and the Board of Directors.
3. Anyone participating in a game must be on the team's official roster and on the official line up card. Identification may be required to verify identity.

4. Players must participate in 60% of league games to be eligible for championship play.
5. Coaches must participate in 50% of league games to be eligible for championship play.

#### **ARTICLE V - General Playing Rules**

1. Players may never play down in age division.
2. Players may play up one year of age. For example, a ten (10) year old player may play in the (11-12) league, but a nine (9) year old player may not.
3. Game time is forfeit time.
4. Line-ups MUST be turned in to the home plate umpire ten (10) minutes prior to game time with first and last names of players, and shirt numbers. Any manager failing to comply with this rule makes his game subject to forfeiture at the discretion of the umpire.
5. All players must play at least two (2) defensive innings and complete at least one (1) at bat per game.
6. All subs must be listed on the sub list of the official batting order for a player to legally enter the game as substitute.
7. Home team will be responsible for keeping the official books for the game for Prep T-ball, T-Ball, and Coach Pitch.
8. Games may be started early whenever the occasion arises, but both managers must consent.
9. See LL Rule Book for shorthanded rule. May play with 8 and no penalty. Pick up players may be utilized after contacting LPAR. Pick up players can not pitch or catch, must play outfield, and must bat at the bottom of the lineup.
10. In case of a double forfeiture, the game will not be played later, and each team receives a loss.
11. A completed/regulation game is defined as follows:
  - A. Four (4) innings of play (or 3 ½ if home team is ahead) if game is discontinued because of weather, rain, or other causes which makes further play impossible.
  - B. The run rule is 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings. (Regular Season Only)

#### **ARTICLE VI - Prep League (Age 4)**

1. Games will be four (4) innings or one (1) hour.
2. The on-deck position is not permitted.
3. All players present will be batted in consecutive order.
4. All players will play on defense.
5. There will be no bunting, walks, or stealing.
6. Each half inning will end once all batters have batted.
7. Batters will bat until ball is put in play.
8. The pitcher shall keep both feet on the pitcher's plate until the ball is hit.
9. No outs will be called.
10. Runners will advance one base at a time per hit. The last batter of the half inning will round the bases.

11. Any coach that has passed a background check is allowed on the field to assist.
12. No scores or standings are kept.
13. Coaches will officiate games.

#### **ARTICLE VII - T-Ball League (Ages 5 - 6)**

1. Games will be five (5) innings or one hour fifteen minutes (1:15).
2. The on-deck position is not permitted.
3. All players present will be batted in consecutive order.
4. All players will play on defense.
5. The batter will receive three (3) strikes before being called out. Any of the following will result in a strike being called:
  - a. If the batter misses the ball completely.
  - b. The batted ball does not pass the arc line.
  - c. The batter hits the foul ball.
  - d. Any attempted bunts or half-swings, as determined by the Umpire
6. Each half inning will end once three outs are made, seven (7) runs are scored, or all batters in the line-up have completed an at bat.
7. Runners may not advance on an overthrow.
8. Coaches may not put their hands on a batter to position them in the batter's box.
9. Base runners may not slide head first. If attempted, the runner will be out.
10. The pitcher shall keep both feet on the pitcher's plate until the ball is hit.
11. Games can end in a tie.
12. Play is stopped by the umpire when the natural flow of the games stops.

#### **ARTICLE VIII - Coach Pitch League (Ages 7 - 8)**

1. Games will be six (6) innings or one hour fifteen minutes (1:15).
2. The on-deck position is not permitted.
3. All players present will be batted in consecutive order.
4. Ten (10) players will play on defense with free substitution.
5. If a batted fair ball hits the coach, the ball is dead. (No Pitch)
6. Games can end in a tie.
7. Batters will receive five (5) pitches. Cannot end on a foul.
8. The player in the pitcher position shall keep both feet on the pitcher's plate until the ball is hit.
9. Each half-inning will end once three outs are made or seven (7) runs are scored.
10. Base runners may not slide head first. If attempted, the runner will be out.

#### **ARTICLE IX - Minor League (Ages 9-10)**

1. Games will be six innings or one hour thirty minutes (1:45).
2. Games can end in a tie.
3. 5 Run rule per inning.
4. The on-deck position is not permitted.
5. All players present will be batted in consecutive order.

6. Free substitution on defense.
7. Each half-inning will end once three outs.
8. No fake bunt slash.
9. Base runners may not slide head first. If attempted, the runner will be out.

#### **ARTICLE X - Major League (Ages 11 - 12)**

1. Games will be six innings or one hour thirty minutes (1:45).
2. Games can end in a tie.
3. 5 Run rule per inning.
4. The on-deck position is not permitted.
5. All players present will be batted in consecutive order.
6. Free substitution on defense.
7. No fake bunt slash.
8. Dropped third strike rule is in effect.
9. Base runners may not slide head first. If attempted, the runner will be out.

#### **ARTICLE XI - Junior League (Ages 13 -14)**

1. Games will be seven innings or one hour forty-five minutes (1:45).
2. Games can end in a tie.
3. 5 Run rule per inning.
4. Free substitution on defense.
5. No fake bunt slash.
6. Dropped third-strike rule is in effect.
7. All players present will be batted in consecutive order.

#### **ARTICLE XII - Pitchers** *(Not Applicable to Prep, T-Ball, or Coach Pitch)*

1. Once a pitcher is removed from the mound, they cannot return to the mound.
2. Any player, who has played catcher for four (4) or more innings in a game, cannot pitch that day. Any pitcher that has pitched more than 40 pitches can not catch.
3. The manager must remove the pitcher when said pitcher reaches the pitch count totals listed below:
  - a. 13 -14            95 pitches per day
  - b. 11 - 12           85 pitches per day
  - c. 9 - 10            75 pitches per day
  - d. 7 - 8              50 pitches per day
4. Exception: If the limit is reached while facing a batter, pitchers may finish the batter.
5. See LLB rule book for rest requirements.
6. Balks apply to Junior League only.

### **ARTICLE XIII - Equipment and Uniforms**

1. All players must wear the jersey and hat provided to them by LPAR.
2. Bats must meet all Little League Baseball specifications and be USA baseball stamped; all bats must be ready for inspection by the umpire and LPAR prior to and during games.
3. Any player caught using an illegal bat is subject to ejection from the game and the league. Any coach that allows a player to use an illegal bat is subject to ejection from the game and the league.
4. Balls for the tee-ball and prep league will be "soft-touch" safety balls.

### **ARTICLE XIV - Ejections**

1. Any coach, player, or spectator ejected from any league game must leave the complex immediately.
2. Any coach or player ejected from any league game is subject to a minimum of two (2) league game suspension from each league.
3. Any coach or player on suspension is not allowed in the team dugout during games.
4. Suspensions carry over to following seasons.

### **ARTICLE XV - Facility Rules and Conduct**

1. There will be no smoking in the complex.
2. Alcoholic beverages are not allowed at any time on city park grounds, including the parking lots.
3. Profanity or vulgarity will not be allowed in the complex.
4. Violation of any of the above rules may result in immediate ejection from the game or suspension from the league.
5. Sportsmanship is encouraged and expected. Behavior that is not exhibiting sportsmanship is not welcome in a LPAR league.

\*Please visit <https://lufkinparks.recdesk.com/Community/Home> for all schedules, scores, and standings. As well as, important updates and upcoming events.

**We encourage questions, observations or comments about our league. We are here to serve you and if you have a problem with players, umpire, or spectators, please bring it to our attention.**

## **Code of Conduct for Coaches**

Coaches shall remain unconditionally supportive of the LPAR's commitment to the ideals of good sportsmanship, team play, and the four character values: caring, honesty, respect and responsibility. Likewise, coaches shall remain sensitive to the physical and emotional well-being of the players on his/her team.

- Coaches will be positive role models.
- Coaches will display and instill in their players the principals of good sportsmanship and team play.
- Coaches will conduct themselves in a manner that best serves the interest of the players.
- Coaches will do their best to provide the players with a positive experience.
- Coaches will ensure that in winning and losing teams' will exhibit respect and good sportsmanship to opposing teams, players, spectators and all others.
- Coaches will treat all players, parents, spectators and officials with respect.
- Coaches will provide instruction in a manner that is constructive and supportive.
- Coaches will NOT ridicule or demean.
- Coaches will not tolerate behavior that endangers the health or well-being of a child.
- Coaches will comply with the decisions of league staff and officials and observe all rules, policies and procedures as established by the LPAR and coaches.
- Coaches will teach the sport to the best of their ability.
- Coaches will be drug and alcohol free while at any LPAR event.
- Ensure that the players' families, friends and associated spectators conduct themselves with sportsmanship and dignity at all times.
- Respect the coaches and other players of the opposing teams before, during and after the play of the game.

### **Coaches shall not...**

- ❖ **Use abusive or profane language or gestures.**
- ❖ **Taunt or humiliate any other spectator, coach, league staff official or player.**
- ❖ **Question an official's call.**
- ❖ **Abuse, mistreat or mishandle any LPAR equipment or property.**

**\*Violation of these rules may result in the removal from the facility and/ or remainder of the league\***

## Local T-Ball Playing Rules

1. The batter is allowed **three attempts (swings)** to put the ball in play before being called out on strikes.
2. To be considered a live ball, the ball when struck, must travel at least eight **(8) feet** in front of home plate and in fair territory.
3. The Hitting Coach is not allowed to touch the batter or the bat while the batter is in the batter's box. **(No physical adjustments-Verbal instructions are allowed)**. The Hitting Coach is allowed **one (1) team warning per game**. Any subsequent touching of any batter while the batter is in the batter's box after the first warning will result in the batter being called out.
4. There are three outs per inning.
5. Base coaches are **not allowed to touch base runners while the ball is in play**. Any touching of the base runner will result in play stoppage and the touched runner being called out.
6. The pitcher **must have both feet** in contact with the pitching rubber at the time the ball is struck. Any violation will result in batter/runner being called safe and awarded first base.
7. A ball that is hit directly **to the pitcher** or takes the pitcher away from the base to which the batter/runner or any other runner is attempting to advance, **must be thrown** to the base by the pitcher (Except home plate),
8. A ball that is hit and takes the pitcher **towards the base** to which a batter/runner is attempting to advance **may be ran/thrown** to the base.
9. When a batted ball is put into play and is thrown by a defensive player and **crosses into foul territory** (1<sup>st</sup> base line or 3<sup>rd</sup> base line) the **ball is dead** and the runners may not continue to advance.
10. When a ball is struck and travels into the outfield, advancement is stopped when the ball is thrown back into the infield and **touches the ground or is touched by a defensive player**. The Umpire determines if the runner/runners have passed the halfway mark at the time the ball (touches ground or defensive player) re-enters the infield. If the runner has not passed the halfway mark when the ball re-enters the infield, he/she must return to the last base safely reached. If **in the opinion of the Umpire**, the runner has reached the halfway mark when the ball re-enters the infield, **play is live and the runner advances to the nearest base at his/her own risk**. If tagged by a defensive player with the ball prior to reaching the base being advanced to or returned to, the runner is out.
11. On a ball that is fielded by an infielder and is not thrown to a base, **play is stopped** when in the **opinion of the Umpire, action has stopped or the pitcher has the ball and is within three (3) feet of the pitching rubber**. Runners who have not reached the halfway mark, must return to the last base safely reached.
12. **No excessive arguing** of calls made by Umpire. Excessive arguing will result in **ejection from the game and park**.