LOCAL RULES

LEXINGTON, TENNESSEE

LAST UPDATED 02/23/24

1. Organizational and General Playing Rules

- Lexington Girls Little League is made up of a President, Vice President, Treasurer, Secretary, Player Agent, Coaching Coordinator, and Safety Officer.
- Lexington Girls Little League will offer softball for girls ages 4 to 16 with the following age divisions: Tee Ball (4-6), Minors (7-9), Majors (10-12), and Seniors (13-16). The players eligibility will be based upon the players age as of dates defined by Little League.
- All head coaches/managers must be elected by majority rule of the board. Head
 coaches from the previous season may return as head coach unless any adverse
 action is taken by the board. Assistant coaches will be chosen by the head coach
 after the draft from eligible parents or friends. A head coach does not have to have
 a child playing to participate in the Lexington Girls Little League.
- Head coaches and assistant coaches will be required to actively help with all league fundraisers to be eligible to coach. Nonparticipation in fundraisers will be a disqualification to coach.
- No rules may be added or altered after the season begins other than by a majority vote of the board and coaches of the age division said rule applies to. (Unless changes are made by Little League)
- Team coaching staffs will be made up of one head coach, up to three assistant coaches for Tee Ball and Minors. No more than two assistant coaches for Majors and Seniors.
- A tournament could be played at the end of the regular season. Tournament bracket seeding will be based on the order the team finished in regular season play.
- During a game if any player hits an over the fence home run the player gets to keep that ball. The umpire will replace the ball to continue the game.
- All transportation of players must meet Tennessee state law.
- Official rules and regulations of Little League apply for season and tournament play.
 All tournaments will follow the Little League rule book. NO exceptions.

2. Eligible Players

- Refer to the Little League age chart for each age division.
- All players have the option to play up in the next age division. Players are only eligible for All Stars in the division they played in during the regular season.
- Registered players that have not paid their registration fee by the date of the draft will not be allowed to enter the draft without prior board approval.
- Players that register or pay their fees after the draft will be added to the next team in draft order until all teams have an even number of players at the maximum number allowed for teams in that age division. After that players will be placed on a waiting list and will only be allowed to play when a player drops from a team. The list will be ranked by their fee pay date.

3. Draft

- The league prohibits stacking of teams. During sign-ups, the question is asked if a player is currently playing travel ball. Be honest with the answer. This will help with draft and allows the teams to be more evenly dispersed. Based on the answers provided, and the total number of players in that age group that currently play travel ball will determine how many travel players are allowed per team. During draft the coaches will be made aware of which girls currently play travel ball. This will be done through all age divisions.
- Drafts will be conducted by team head coaches and at minimum two board members.
- Each year coaches will draft. After drafts are completed, shirt color and team names will be chosen.
- Parental requests will be taken into consideration and voted on by the board. We will do our best to accommodate reasonable requests.
- Drafts will follow the rules and procedures stated in the Little League Rulebook.

4. Coaches

- All head coaches, assistant coaches, and dugout parents must be able to pass a background check prior to stepping on the field or participating in the program in any way.
- Head coaches must attend evaluations or make prior arrangements with the board.
- Head coaches must attend drafts or make prior arrangements with the board.
- All coaches must fill out a Little League Official Volunteer Application as well as The Child Protection Program.
- Coaches are responsible for turning off the lights and scoreboards after the last practice or game of the night.
- Coaches are responsible for maintaining all league provided equipment.

5. Equipment

- The league will furnish each player with a jersey and socks for the 2024 season.
 This may change season to season.
- The league will provide the following equipment to each head coach for use during the season.
 - Bucket of balls (all age divisions)
 - Batting tee (t-ball only)
 - Catcher's gear (all age divisions)
- Equipment will be signed out via a lease agreement between the head coach and Lexington Girls Little League. The equipment is to be returned in the same condition (other than normal use wear) at the end of the season before All-Star picks can be made. If equipment is lost or damaged it is the responsibility of the head coach to replace it with the exact or comparable in price equipment. If equipment is not returned/replaced the head coach gives Lexington Girls Little League the right to charge the coaches card on file for replacement equipment.

6. Game (all divisions)

- All coaches, umpires, and players shall abide by the Little League rule book and the league's local rules at all times.
- Team's can begin a game with at minimum 8 players. If the team decides to begin
 with 8 players the 9th position can be skipped in the batting line up with no penalty.
- If a player becomes injured, sick, or must leave the game site after the start of the game, the team can skip over her when it is her time at bat without penalty. If the player returns she is merely inserted back into her original spot in the batting line up and the game continues.
- If a player arrives late after the start of a game she will be added to the end of the
 current batting line up and the game will continue. If the team is on the field and
 there is an empty position she may be put on the field immediately.
- Every rostered player present at the start of a game will participate in each game for a minimum of six defensive outs and bat at least one time.

7. T-Ball (4-6)

- Every rostered player is to be on the batting line up.
- Game play limit- 4 innings or time limit of 1 ½ hours whichever comes first.
- While at bat each player will be given 5 swings total before being called out. 3 pitches from the coach and 2 swings from the tee.
- There is a 5 run limit per inning. Teams may bat the entire batting line up before switching unless 3 outs are made or 5 runs are scored.
- Teams may play all rostered players on defense, but only one player may occupy the catcher's position at a time.
- There is no 'on deck' position. Only the current batter may be on the field. All other players must be in the dugout seated.
- Base runners can not leave the base until the ball is hit by the batter. If players leave base early they will be called out.
- T-Ball will play with a 11in softball.

- The ball must be hit 15 feet or more from home plate to be considered a fair ball. If it is not hit at least 15 feet it will be called a foul.
- If the tee is hit when the batter swings it will be declared a foul.
- For complete rules refer to the Official Little League Rulebook.

8. Minors (7-9)

- Every rostered player is to be on the batting line up.
- Can call a game a completed regulation game after 4 innings are completed or at time limit of 1 hour and 45 minutes. Game is not to exceed 6 innings.
- There is a 5 run limit per inning. Teams may bat the entire batting line up before switching unless 3 outs are made or 5 runs are scored.
- Only 9 players are to be on the field playing defense at one time.
- There is no 'on deck' position. Only the current batter may be on the field. All other players must be in the dugout seated.
- Base runners can not leave the base until the pitched ball is hit by the batter or makes it to home plate. If players leave base early they will be called out.
- Minors will play with a 11in softball.
- For complete rules refer to the Official Little League Rulebook.

9. Majors (10-12)

- Every rostered player is to be on the batting line up.
- Can call a game a completed regulation game after 4 innings are completed or at time limit of 1 hour and 45 minutes. Game is not to exceed 6 innings.

- There is not a run limit per inning. Teams may bat the entire batting line up before switching unless 3 outs are made.
- Only 9 players are to be on the field playing defense at one time.
- There is no 'on deck' position. Only the current batter may be on the field. All other players must be in the dugout seated.
- Base runners can not leave the base until the ball is released from the pitcher. If players leave base early they will be called out.
- Majors will play with a 12in softball.
- Pitchers may not crow-hop. It will be considered an illegal pitch.
- For complete rules refer to the Official Little League Rulebook.

10. <u>Seniors (13-15)</u>

- Every rostered player is to be on the batting line up.
- Can call a game a completed regulation game after 5 innings are completed or at time limit of 1 hour and 45 minutes. Game is not to exceed 7 innings.
- Only 9 players are to be on the field playing defense at one time.
- The 'on deck' position is allowed.
- Base runners can not leave the base until the ball is released from the pitcher. If players leave base early they will be called out.
- Seniors will play with a 12in softball.
- Pitchers may not crow-hop. It will be considered an illegal pitch.
- For complete rules refer to the Official Little League Rulebook.

11. Run Rule to end the game

- 15 runs after 3 innings (4 innings for senior league)
- 10 runs after 4 innings (5 innings for senior league)
- 8 runs after 5 innings (6 innings for senior league)

12. Tournaments

• For a list of tournament rules please refer to the Little League Official rulebook tournament play section.