

Lincoln Little League Bylaws

Revised November 2025



Preamble: This document comprises Lincoln Little League Rules and Regulations that are not covered by our Constitution document. In no case do these rules preempt the Official Rules and Regulations of Lincoln Little League unless by official action of the Lincoln Little League Board of Directors as permitted by the Lincoln Little League Charter.

Article 1. League Setup

A. Majors Division (The Lincoln Little League District Division)

1. The Major division is for boys and girls ages 9–12 who have registered.
2. Special emphasis will be placed on drafting the older players to the Major division.
 - All 12 year-olds will be drafted in the Majors unless they apply for and are granted a safety waiver through the Player Agent and Lincoln Little League.
 - All 11 year-olds will be drafted into the Majors unless they are declared a safety concern by the Player Agent.
 - All 9 and 10 year-olds will be used to fill out the teams based on their tryout scores.
 - Parents/guardians may request to keep their sons or daughters in the minor division through the Player Agent.
3. The draft will be executed via the Draft process (Detailed for Majors in Article 3.A and Minors Detailed in Article 4.B).
4. Any 9 year-old wishing to try out for the major division will try out with the 10 year-old age group.

B. Minors Division

1. The Minors division will have Lincoln Little League ages 5-9, as well as Lincoln Little League 12, 11, and 10 year-olds based on skill levels.
2. The minors are broken up into various divisions based on the number of kids and skillsets.
 - Minors Division AAA: Lincoln Little League 8-9 year-olds, and Lincoln Little League 10-12 year-olds that are not capable of playing in the Majors (Based on tryout process).
 - Minors Division AA: Lincoln Little League 7+8 year-olds.
 - Minors Division A (Coach Pitch): Lincoln Little League 5+6 year-olds.

C. Tee Ball (Knights of Columbus Division)

1. The Knights of Columbus division is made up of Lincoln Little League ages 4, 5, and sometimes 6 year-olds.
2. The focus of this league is to introduce the players to basic and fundamental skills relating to baseball.
3. No 4 year-olds will be allowed to play in the Minor division.

Article 2. Consolidated League Rules

The following rules apply to the Major Division, Minor AAA Division, and Minor AA and Minor A Division, except where a division-specific rule in its respective article supersedes this general rule.

A. General Game Execution & Personnel

1. Players on Field: 9 For Majors and 10 defensive players are on the field (4 outfielders) for Minors.
2. Batting Order: A continuous batting order is used. Players arriving late are inserted at the end of the batting order.
3. Base Coaches: Only adult coaches are allowed to coach first and third base.
4. Players cannot sit for more than (1) one inning in a row unless they are injured.
5. Safety
 - All players and coaches must be behind the fence in the dugout (except base coaches).
 - Batting helmets must be worn during all hitting drills including soft toss.
 - Lincoln Little League has no rules and/or regulations regarding AAU play. It is highly recommended to keep lines of communication open with AAU coaches, parents, and players. Our goals are always focused on the safety of the child.
6. Dugout & Coaches:
 - A maximum of four adult coaches per team is allowed in the dugout.
 - Children that are not registered Lincoln Little League players must not be allowed on game or practice fields or dugouts.

- Minors (under age 18) may not coach or assist any team at any level unless approved to do so by the Board of Directors.
- In the event of a significant disciplinary matter, the Manager has the authority to suspend a player for conduct detrimental to the team (bullying, throwing equipment, etc.) pending review from the board of directors and accomplished in an expedited fashion.

B. Lincoln Little League Standard Pitching Rules

1. Pitching Rule Adoption: The Major and Minor AAA Divisions adopt regular standard Lincoln Little League Pitching Rules, including days of rest.
2. Catcher-to-Pitcher Rule: Any player who has played catcher 4 or more innings in a game cannot pitch that calendar day. Even catching 1 pitch into the fourth inning the catcher will be ineligible to pitch.
3. Administrative: The calendar week is defined as Sunday through Saturday.
 - Game scores and pitch counts for AAA and Major Division games must be entered on the league website prior to the start of the next game. The home team is responsible for posting scores. Each team is responsible for posting their own pitch counts. Pitch counts can be entered directly by managers on provided forms.
 - No team will be scheduled to play more than three games in a week unless required by the Board of Directors.
 - In the event of inclement weather or poor field conditions, the League coordinator or manager will determine field playability at least two hours prior to the scheduled start of the game(s).
 - Managers must notify the player agent immediately of any possible roster openings.
 - The final league setup will not be fully known until registration has closed and all players have completed tryouts. Tryouts will be executed via the Tryout process (Detailed in Article 3 A1).
 - The number of teams will be determined by the President, Player-Agent, and Vice President of Baseball after analysis of registered players by age.
4. Conduct:
 - No slash bunts or attempts. Batter is out and ball is dead. (Once the batter shows an attempt to bunt, the ball must be bunted or the pitch taken.)

C. Game Conduct & Administration

1. Dispute Resolution: No protests of games are allowed. All disputes must be resolved immediately using the rulebook, umpires, and managers.
2. Arguing Calls: There will be no arguing calls with the umpires. You may ask for an interpretation of a rule but must first ask for a time out.
3. Infractions: Any complaints from umpires or infractions of the rules will result in a warning for the first offense. A second offense may lead to removal from the manager or coaching position.
4. Game Setup:
 - The home team is to supply the game balls.
 - The home team will occupy the third base dugout; the away team will occupy the first base dugout.
 - The home team is responsible for the field maintenance before each game and the away team after each game.
 - Each team is responsible for cleaning their dugouts after each game.
5. Coordinator Contact: All resolved questions or complaints are to be referred to the designated Majors or Minors League Coordinator.
6. Suspended and or Cancelled Games:
 - A regulation game consists of six innings. If a game is called, it is considered regulation if four innings have been completed, if the home team has scored more runs in three and a half innings than the visiting team has scored in four completed half innings, or if the home team scores one or more runs in its half of the fourth inning to tie the score.
If a game is called before it becomes a regulation game but after one or more innings have been played, it shall resume exactly where it left off. All records, including pitching, shall be counted.
 - A called game ends at the moment the umpire terminates play.
If the game is called during an incomplete inning, the game ends at the end of the last previous completed inning.
A regulation game that is tied after four complete innings and halted by the umpire shall be resumed from the exact point that play was halted.

- Example 1: After four completed innings, the home team is winning 5–4. In the top of the fifth inning, the away team scores a run. The umpire calls the game in the top of the fifth due to rain. The score reverts to the last completed inning (fourth), and the home team is declared the winner.
Example 2: After five completed innings, the score is tied 5–5. In the top of the sixth inning, the away team scores a run and is still batting with two outs and no base runners when the game is called. This is ruled a tie game. It will be resumed in the top of the sixth with the away team batting, two outs, and no base runners.
- Calling rainouts is the responsibility of the home team manager. All makeup games must be rescheduled as soon as possible.
- Any potentially cancelled games will be discussed upon by the league president, scheduling coordinator and Majors/Minors coordinator.
- Further clarification can be found in Lincoln Little League rules.

Article 3. Specific Rules for Major Division

A. Tryout Process

1. At the end of the spring season, all Majors coaches will confer and determine the draft rankings for all players returning to the majors for the next season. If a player is not evaluated, he/she must take part in the tryout process the next spring season. Players must participate in evaluations and or tryouts to be eligible for selection to a Major team during the draft.

B. Draft Process

1. All Manager kids are 'pre-seeded' based on tryout or coaches ranking scores (Round expected player to be picked).
2. Order of 1st Round will be by blind draw. Round 2 will be ranked based on the lowest seed taken in the first round. For example if the team selecting fourth chooses the 7th ranked player and that 7th ranked player was the lowest ranked player taken in the first round, that team selecting fourth in the first round, now has the first pick in the second round. If the first team chose the first ranked player they will choose last in the second round.

3. A snake draft will be used starting in round 2. Managers are highly recommended to pick kids in the most appropriate round (Not more than 3 projected rounds away).
4. Siblings will be picked during the round they were projected to be in.

C. Major League Pitching Rules (Enhanced)

1. Early Season Max Pitch Count: In the month of April, max pitch count for any age group will be 60 pitches.
2. Max pitches per week: 120 pitches per week for 11-12 year-olds and 110 pitches for 10 year-olds.

D. Specific Rules related to Game Execution

3. Helmets with facemask are mandatory for 9 year-old players and C-Flap or Cheek protectors are required for players 10 and older.

E. Pre-Game (assuming 5:30 start time)

1. Visiting team has infield from 5:00-5:15pm and cage from 5:15-5:30pm.
2. Home team has cage from 5:00-5:15pm and infield from 5:15-5:30pm.
3. Home team responsible for field prep before the game.

F. Game Time Limits

1. Regular season games will have a two-hour time limit from the start of the game. No new inning will start after 1 hour and 45 minutes (from the last out of the previous inning). If the game time exceeds 2 hours and the inning has not been completed the score from the previous inning will prevail.

G. Post-game

1. Visitors responsible for field maintenance and clean up.

Article 4. Consolidated Rules for Minors Teams

A. Tryout Process

1. The league will execute tryouts for every division except Single A and Tee Ball.
2. Each child should attend at least one tryout to be considered for a team.
3. Tryout process consists of Core skill assessments: Throwing and Pitching, Catching, Fielding, and Hitting.

4. Scores during tryouts will only be used for the draft process.

B. Draft Process

1. Draft will take place for the AAA and AA divisions. Player placement for A and Tee Ball will be determined by the Minors Coordinator and or Player Agent.
2. All Manager kids are 'pre-seeded' based on tryout scores (Round expected player to be picked).
3. Order of 1st Round will be by blind draw. Round 2 will be ranked based on the lowest seed taken in the first round. For example if the fourth team chooses the 7th ranked player and that 7th ranked player was the lowest seed taken in the first round that fourth team now has the first pick in the second round. If the first team chose the first ranked player they will choose last in the second round.
4. A snake draft will be used starting in round 2. Managers are highly recommended to pick kids in the most appropriate round (Guideline: Not more than 3 projected rounds away).
5. Siblings will be picked during the round they were projected to be in.

C. Specific Rules related to Game Execution

1. Regulation Game: A regulation game consists of six innings. It is a regulation game if four innings have been completed.
2. Helmets with facemask are mandatory.
3. Maximum of 4 runs per inning. Unlimited runs for the last inning.
4. Each player must play at least 4 defensive innings.
5. No multiple timeouts to speak to batters and fielders.
6. The strike zone will be from chin to shin.
7. No balks. No intentional walks. The infield fly rule will not apply.
8. No Delayed steals. All plays are over when the ball is thrown back to the pitcher's mound, and the pitcher has control of the ball on the mound. The play is considered "live" to the extent the pitcher does not have control of the

ball (e.g., bad throw back from catcher, missed catch by pitcher, etc.).
In the case of a “live” ball, the rules contained herein will apply.

However, in the case of a steal, the base runner will be limited to advance only one base per ball pitched (this limit includes a stolen base).

Example 1 – Advancing on a Live Ball:

The runner is on 1st base and either taking a secondary lead or is on base after the pitcher has thrown a pitch and the catcher is in the process of throwing back to the pitcher.

The base runner has the option, at their own risk, to advance to 2nd base so long as the pitcher is deemed not to have control of the ball (dropped throwback from the pitcher) and is standing on the mound.

This applies in all cases except a base runner advancing from 3rd to home plate, unless the pitcher or catcher attempts a play on the 3rd-base runner.

Example 2 – Limited to One Base per Pitch:

Runner is on 1st base and attempts a steal to 2nd base in accordance with the rules. Upon successful completion of the steal, a defensive player (catcher, 2nd baseman, etc.) makes an error on the throw back to the pitcher, and the pitcher does not have control of the ball on the mound. The runner, now on 2nd base, may not advance to 3rd until the next pitch has been thrown. This rule explicitly limits the player’s ability to advance only one base per pitch, whether by steal or by overthrow.

Article 5. Specific Rules for Minor AAA Division

A. Draft Process

1. All players who did not make the majors division will be required to be placed on an AAA team.

B. Minor AAA League Pitching Rules (Enhanced)

1. Max in minors is 50 pitches.
2. Max pitch count per week in minors is 100 per week.

C. Specific Rules related to Game Execution

1. Regular season games will have a two-hour time limit from the start of the game. No new inning will start after 1 hour and 45 minutes (from the last out of the

previous inning). If the game time exceeds 2 hours and the inning has not been completed the score from the previous inning will prevail.

2. No more than 1 visit per inning to the pitcher's mound per pitcher. The pitcher must be removed after the 2nd visit within an inning.
3. Every player must play a minimum of one inning on the infield. Exception: If coaches deem a player to be a safety risk when positioned in the infield, coaches should confer with the player's parent(s)/guardian(s) and develop a plan for the player's eventual integration into the infield.

Article 6. Specific Rules for Minor AA Division

A. Development

1. The goal of this division is to transition to real baseball. The first half of the season will focus on the transition from coach pitch. In the second half of the season, it will focus on preparing the player for real baseball and games.
2. The month of April will be used with flex/safety balls as the players will be pitching for the first time.
 - All players on your team should start getting experience pitching from the mound or at the base of the mound at this point.
 - There will be no stealing within this time frame as catchers may be learning the position for the first time as well.
3. From May onward we will be transitioning to regular hard-baseballs.
 - Stealing of second and third base will be allowed but we will not allow the stealing of home base.

B. General Rules

1. Managers must exchange the batting order with the opposing team before the game begins.
2. The game will last for only 6 innings. Maximum of 4 runs per inning. Unlimited runs for the last inning.
3. Coach Pitch on Walk: Once a pitcher 'walks' a batter, the Coach will then pitch. The coach should ONLY pitch up to 5 pitches before utilizing the batting T (applies to both Divisions, AA and A).

4. Play Over: On a ball hit to the outfield, all plays are over when the ball is thrown back into the infield.
5. Runners may take one base on an overthrow. If an overthrow is made at the next base, the runner may advance to the next base. A runner will only take one base at a time unless the ball has been hit in the outfield. If so, the runner can take as many bases as possible until the ball comes back into the infield. The runner will then have to stay at their current base. This forces the outfield to get the ball into the infield as soon as possible. A player does not have to have control of the ball within the infield. The ball just needs to be within the infield.
6. Players should be taught to slide into a base where a play is occurring except for 1st base.
7. Every player must play a minimum of (2) two innings in the infield. Exception: If coaches deem a player to be a safety risk when positioned in the infield, coaches should confer with the player's parent(s)/guardian(s) and develop a plan for the player's eventual integration into the infield.

C. Pitching Rules

1. Minor league pitchers may pitch a maximum of 2 innings per game OR 50 Pitches.
2. A pitcher who has left the position may NOT reenter as a pitcher.

Article 7. Specific Rules for Single A Division

1. A flex/safety ball will be used for play.
2. Games will be six innings or 1½ hours whichever comes first.
3. The offensive team coach will pitch and serve as umpire for all calls on the field.
4. The coach will throw no more than 7 pitches to a batter. If the batter has not put the ball in fair play by the 7th pitch, the coach will "soft-toss" the ball to the batter. If a batter is struggling with soft-toss, the coach may elect to have the batter hit from a tee.
5. Players are not allowed to pitch.

6. The offensive team will bat halfway through their batting order once each inning. The managers may agree to bat their entire order each inning prior to the beginning of the game to speed up game play.
7. The score will not be kept until the last two weeks of the regular season. Then the score can be kept, but there will be no standings.
8. For safety reasons, the first baseman should be a player who can safely catch the ball OR a coach/parent.
9. Every player must play a minimum of 2 two innings in the infield. Exception: If coaches deem a player to be a safety risk when positioned in the infield, coaches should confer with the player's parent(s)/guardian(s) and develop a plan for the player's eventual integration into the infield.

Article 8. Tee Ball (Knights of Columbus)

1. A flex/safety ball will be used for play.
2. This is purely a developmental program to teach the fundamentals of baseball and allow the kids to do so in a fun setting.

Article 9. Lincoln Little League Senior Division

1. The Lincoln Little League Senior Division team(s) participate in a local travel league with surrounding towns. Lincoln Little League Senior Division rules are in accordance with Lincoln Little League rules with local modifications agreed upon by the participating teams.
2. The Special Rules in these bylaws do not apply to Lincoln Little League Senior Division.

Article 10. Challenger Program

1. The Challenger Program will operate with the necessary number of teams to serve all players with physical or mental disabilities that are ages 5 thru 18 years old, with exceptions that may be approved by the President.

Article 11. All Star Selection Process

A. Majors 11–12 Year-Old Division

1. An All-Star ballot will be created with all 11+12 year-olds, organized by team and in alphabetical order.
2. All major league 11 and 12 year-olds will vote for up to 12 players they think deserve to be on the All-Star team. Voters will be instructed to consider players who best represent the town of Lincoln in skill, attitude, effort, and overall potential value to the team.
3. Majors managers will also select 12 players from the ballot sheet.
4. The top nine players in the vote who also receive over 50% of the managers' votes will be discussed first and placed on the team. Ideally, the managers will discuss at least the top 12-15 players receiving the most votes from their peers. If the managers cannot agree via vote, the tiebreaker shall sit with the manager of that all-star team.
 - 11 Year-Old Rule: The league emphasizes that any 11 year-old selected should be an impact player. Each 11 year-old chosen takes one spot away from a 12 year-old, so selection must balance competitiveness with player development.
5. Remaining roster spots will be determined during a managers' meeting that includes the All-Star Manager (if known) and all Major League Managers.
6. If enough qualified and willing players are available, a second team (known as the Continental Team) will be selected from those who did not make the first team.

B. All Other All-Star Teams

1. Tryouts will be held.
2. The league will use official scorers to evaluate players in throwing, hitting, pitching, and fielding.
3. Teams will be selected based on the scoring process and discussions between the All-Star Manager and league managers.

C. Makeup of All-Star Teams

All-Star team makeup will generally follow Lincoln Little League Rules, with these local rules:

1. A player may only play up one division from their age. For example if a player is nine years old, they cannot play for the 11U team.
2. If any All-Star team has trouble fielding a full roster with its eligible age group, the league may allow younger players to “play up.” This applies only when the number of available players is below the Lincoln Little League minimum—not for skill-based reasons.
3. All All-Star teams will have a minimum of 12 players. For younger groups, 13 players are recommended to maximize participation.
 - Exception: With Board approval, and after discussion about team composition, a team may field only 11 players in rare cases.

D. Tournament teams

1. If there is sufficient interest each age group may form a team to play in tournaments through the summer.

Article 12. League-Wide Administrative and Safety Rules

A. Safety—Weather

1. Upon hearing thunder or seeing lightning, game play or practice is to suspend immediately.
2. PLAYERS MAY NOT SEEK SHELTER IN THE DUGOUTS.
3. The game, or practice, may resume only after the umpires have deemed it clear to play.

B. Field & Equipment Responsibilities

1. Managers are responsible for cleaning the dugout and raking the infield after each game/practice.
2. All Managers and Coaches are responsible to walk the field prior to a game and/or practice identifying any safety issues. If a safety issue is identified it

must be corrected immediately.

3. Managers, and/or Coaches, should notify the Equipment Manager immediately when defective or damaged equipment is found so a suitable replacement can be provided.
4. Failure to return league issued equipment promptly will result in forfeiture of the ability to manage or coach the following season.

C. Game Play—Conduct and Discipline

1. Any Manager, Coach, Player, or Parent ejected by an umpire will be suspended for the remainder of the game and the next physically played game.
2. The use of inappropriate language will not be acceptable. The Zero Tolerance policy will be strictly enforced.
3. Any Manager, Coach, Player, or Parent involved in a heated argument with an Umpire, Manager, or Coach, may be suspended one game.
4. Any Players, Managers, or Coaches throwing field equipment may be subject to a one game suspension.
5. If a Coach and or Manager is suspended more than once he/she will be required to go before the board to discuss their eligibility to continue to coach in Lincoln Little League.

D. General Requirements and Personnel

1. All players must wear team uniforms.
2. All adults on the field, including the dugout, must have a BCI completed.
3. Managers must have medical release forms for each of their players at all games and practices.
4. All injuries requiring medical attention must be reported to the League Safety Officer within 24 hours.
5. Tobacco and Alcohol policies
 - No Tobacco usage of any kind (cigarettes, cigars, chewing tobacco, e-cigarettes, and the like) within 25' of any ballfield, dugouts or in the fan seating/standing areas. The designated areas for smoking are the field parking lots. Anyone found violating this rule will receive a warning for the first offense and will be subject to suspension for subsequent offenses.

- No alcohol or marijuana usage of any kind on field or town properties. Anyone found consuming alcohol at league facilities is subject to suspension or banishment from league facilities.