LINCOLN COUNTY ATHLETIC ASSOCIATION RULES

2026

RULE 1 ----- AGE DIVISIONS

BASEBALL

8U - 05/01/2017 - 04/30/2018

9U - 05/01/2016 - 04/30/2017

10U - 05/01/2015 - 04/30/2016

11U - 05/01/2014 - 04/30/2015

12U - 05/01/2013 - 04/30/2014

13U - 05/01/2012 - 04/30/2013

14U - 05/01/2011 - 04/30/2012

15U - 05/01/2010 - 04/30/2011

16U - 05/01/2009 - 04/30/2010

17U - 05/01/2008 - 04/30/2009

18U - 05/01/2007 - 04/30/2008

19U - 05/01/2006 - 04/30/2007

SOFTBALL

8U - 09/01/2016 - 08/31/2017

9U - 09/01/2015 - 08/31/2016

10U - 09/01/2014 - 08/31/2015

12U - 09/01/2012 - 08/31/2014

14U - 09/01/2010 - 08/31/2012

16U - 09/01/2008 - 08/31/2010

18U - 09/01/2006 - 08/31/2008

19U - 09/01/2005 - 08/31/2006

RULE 2 ----- REGISTRATION OF TEAMS AND PLAYERS

Section (1) In order to participate, a player must be properly registered on an official roster. A copy of the official roster will be filed with the association and be in the possession of the manager at all games, Failure to produce a roster could result in forfeiture of the game.

Section (2) Any changes in team rosters must be filed with the association on or before the third day prior to the regularly scheduled game in which they will play.

Section (3) A team, after forfeiting 3 regularly scheduled league games, of the current season, shall be automatically eliminated from further competition, in the current season.

Section (4) No player shall be registered in the association during the last 6 regularly scheduled games of a 12 game or longer schedule. (In case of an emergency, a change can be made with the consent of each manager in the division and confirmed by the registrar).

Section (5) The registration of a player on an official roster does not exempt him or her from protest, provided sufficient proof of ineligibility is presented at the time of protest. If the protest is upheld, all games in which the player has participated will be a forfeit.

Section (6) No player shall be registered with more than one L.C.A.A. team, regardless of age division, during the course of a season.

Section (7) The managers of the teams will be held accountable for the correct age of the players on the team.

RULE 3 ----- EQUIPMENT

Section (1) Uniforms are not required, but recommended.

Section (2) Wooden, composite or aluminum bats are acceptable. All aluminum or composite bats in the 14U-19U (Baseball) divisions must meet BBCOR (-3) certification and in the 14U-19U (Softball) divisions must meet USSSA certification. First violation, batter is out with a warning that second violation will result in an ejection of that player and manager.

Section (3) Metal cleats (spikes) are prohibited in all divisions, with the exception of the 16U-19U (Baseball-Softball) divisions. A violation can call for ejection from the game.

Section (4) Pitching mounds are required for 9U-19U (Baseball) and metal cleats (spikes) are prohibited on all portable pitching mounds. All associations allow the use of molded (rubber, plastic) cleats on their portable pitching mounds with the exception of Elsberry, Field of Dreams and Winfield, which prohibit the use of all cleats with only tennis or turf shoes allowed.

Section (5) The official ball for 8U-19U (Baseball), will be the Diamond DOL-A NFHS. The official ball for 8U-11U (Softball), will be the Diamond 11FPL 47 375 ASA. The official ball for 12U-19U (Softball), will be the Diamond 12RFP 47 CL. The official ball for 8U (Baseball, Machine Pitch), will be the Diamond DMBP. The official ball for 8U (Softball, Machine Pitch), will be the Diamond 11MBP. The official Pitching Machine for the 8U (Baseball) and 8U (Softball) will be the JUGS MVP Combo. The home team will furnish baseballs and softballs for all regular season and playoff games.

Section (6) In all divisions players must wear full batting helmets while batting and running the bases. Helmets falling off will not constitute a violation. In all divisions catchers must wear full catching equipment and catchers in boy's baseball must wear a protective cup. Umpires will give a player an opportunity to produce this equipment. In all 10U-19U (Softball) divisions the pitcher is required to wear a protective fielders face guard (mask).

RULE 4 ----- PLAYING RULES

Section (1) Each registered player in all age division must be allowed to play 2 full innings in the field in all 7 inning games, with at least 1 full inning in the field at the end of 4 innings. Failure to adhere to this rule will result in forfeiture of the game. (The player must be able and willing to play and the manager does not have just cause for withholding the player from the game. If there is just cause, the opposing manager must be notified before the game).

Section (2) There will be free substitution in all divisions.

Section (3) In all games of the 9U-13U (Baseball), the pitcher will be allowed to pitch 3 innings per calendar day. In all games of the 14U-19U (Baseball), the pitcher will be allowed to pitch 7 innings per calendar day. If a pitcher is removed from the pitching position during a game they may return to the pitching position provided that the innings restrictions are not in violation. Any pitch in any inning shall constitute a full inning, regardless of number of pitches. The game will result in forfeiture on any violation.

Section (4) (Baseball Pitching and Base Distance)

Age Division	Pitching Distance	Base Distance
8U (Coach Pitch)	40 ft (Coach Pitcher)	60 ft
8U (Machine Pitch)	40 ft (Machine)	60 ft
9U	46 ft	60 ft
10U	46 ft	70 ft
11U-12U	50 ft	70 ft
13U	54 ft	80 ft
14U-19U	60 ft 6 in	90 ft

Section (5) (Softball Pitching and Base Distance)

Age Division	Pitching Distance	Base Distance
8U (Coach Pitch)	30 ft (Coach Pitcher)	50 ft
8U (Machine Pitch)	30 ft (Machine)	50 ft
9U (Coach Pitch)	30 ft (Coach Pitcher)	50 ft
10U	35 ft	60 ft
12U	40 ft	60 ft
14U-19U	43 ft	60 ft

Section (6) With 2 trips to the mound by the manager or coach in the same inning, the pitcher must be removed from the game, as a pitcher, and cannot return to the mound during that game regardless of how many innings the player has pitched.

Section (7)	A player, manager or coach is prohibited from umpiring a league game or playoff game, in which the individual's team is participating. The fielding team is prohibited from coaches in fair territory to help instruct players.
Section (8)	All baseball games are governed by the MLB Official Baseball Rules and the softball games are governed by the NFHS Official Softball Rules, except where such rules are in conflict with the Lincoln County Athletic Association Rules.
Section (9)	If a team is leading by 15 runs or more after 4 innings (3½ innings for the home team), or leading by 10 runs or more after 5 innings (4½ innings for the home team), the umpire shall terminate the game.
Section (10)	In all divisions, when the manager submits the official batting order, all players on the bench at game time must be listed and they will bat the roster. If there are late arrivals, they will be listed at the bottom of the line-up and enter the game, provided the team has not completed the first rotation of the batting order. In the event a player is required to leave a game because of an injury, illness or any valid reason, that player will be declared out at their next subsequent time at bat (only), and will not be allowed to return to the game.
Section (11)	There is NO MANDATORY SLIDE RULE. At the umpire's discretion, a runner can be called out if the runner causes an interference or a collision by not sliding, not attempting to slide, or not attempting to bypass the fielder when a play is being made on them at any base, with the exception of the batter when advancing from home to first. If in the umpire's judgment the interference or collision was intentional, malicious or unsportsmanlike, the runner can be removed from the game.
Section (12)	Faking a tag without the ball will result in an obstruction being called against the fielder and the runner will be awarded a base.
Section (13)	A 5 run per inning limitation rule is in effect for all 8U-11U (Baseball) and 8U-11U (Softball). A 7 run per inning limitation rule is in effect for all 12U-19U (Baseball) and 12U-19U (Softball).
Section (14)	The 8U-14U (Softball) divisions will be allowed to play 8, 9 or 10 players. The 16U-19U (Softball) divisions will be allowed to play 8 or 9 players. The 8U-11U (Baseball) divisions will be allowed to play 8, 9 or 10 players. The 12U-19U (Baseball) divisions will be allowed to play 8 or 9 players. In the event of the minimum number of players (8) is reduced to (7) during the game because of an injury, illness, or any valid reason the team will be allowed to continue the game.
Section (15)	In 9U-10U (Baseball) and 10U (Softball), the batter may not advance to first base on a dropped third strike with the batter automatically declared out.
Section (16)	In 9U-10U (Baseball) and 10U (Softball), the batter may not immediately attempt to advance to second base directly after a walk, unless a play is made on another runner.

Section (17) There is no infield fly rule in the 8U-11U (Baseball) and 8U-11U (Softball).

Section (18) In 9U-10U (Baseball), base runners must remain on base until the ball leaves the pitchers hand, with the runner being called out on any violation.

Section (19) In 9U (Baseball) a runner may only advance one base on a steal, unless a play is made on that runner or another runner. A runner may not steal home or advance home on a wild pitch or passed ball, unless a play is made on that runner or another runner. A runner may not advance home on a return throw or errant throw back to the pitcher from the catcher.

Section (20) No designated hitter to be used in any division.

Section (21) A courtesy runner may be used for the catcher only with two outs in an inning, with the last recorded out as the substitute.

RULE 5 ----- GAME TIMES

Section (1) Should either team not be ready to start the game within 15 minutes after game time with the appropriate number of players, as defined in the rules, the umpire will forfeit the game to the opposing team. Should both teams be in violation, both receive a loss. Forfeit games shall be scored as 7-0.

Section (2) In areas where a curfew is in force it must be made known to both managers at the start of the game.

Section (3) If a regular season or postseason game is called because of curfew or inclement weather, it shall be ruled a regulation complete game, if 4 innings have been completed, or 3 ½ innings if home team is leading at the time the game is stopped. If the game is called before it is ruled a regulation complete game it shall be replayed in its entirety when the game is rescheduled.

Section (4) All postponed games must be rescheduled and posted on the L.C.A.A. Web Site, by the home town, within 48 hours after the initial scheduled game. The postponed game must not be rescheduled within 7 days of the initial scheduled game. All rescheduling conflicts or issues should be resolved immediately by the councilmember's of the two teams involved. Games scores should be posted weekly.

Section (5) All games will be postponed because of bad weather by the home town team and the opposing team should be notified 2 hours before game time, if possible.

Section (6) All games will be 7 innings in length or in accordance with the L.C.A.A. game time limits set at 1 hour 30 minutes for all divisions. In reference to game time limits, a new inning shall begin immediately after the third out is recorded from the previous inning. In the event a game is tied at the end of the specified game innings or time limits, 1 additional inning will be played in an effort to determine a winner.

Section (7) In an effort to maximize game play under time limits, it is a requirement of the L.C.A.A. that a maximum of 5 warm-up pitches be allowed between innings for current pitchers and a maximum of 8 warm-up pitches for new or relief pitchers entering the game.

Section (8) No regular season weeknight game shall start prior to 6:30 PM.

RULE 6 ----- POSTSEASON

Section (1) In the event of a tie, at the end of the regular season, between two teams of the same division, divisional standings will be determined by:

1. Head to Head competition
2. Head to Head run differential.

If then no determination can be made, another game will be scheduled and must be played before Playoff week begins. The two councilmember's that represent the two teams will determine home team and field through a random draw. Each team will bring an umpire qualified behind the plate to call balls and strike for one half the game.

Section (2) In age divisions with 6 or fewer teams within their division, playoff competition will include all first and second place teams within the various divisions through a single elimination tournament format. In the first round of playoffs a second place team will play a first place team outside of their own division, if applicable, scheduled by the Playoff Supervisor. The first place teams will be home team and have home field. Second and final rounds of playoff competition will be determined and scheduled by the Playoff Supervisor.

Section (3) In age divisions with 7 or more teams within their division, playoff competition will include all first, second, third and fourth place teams within the various divisions through a single elimination tournament format. In the first round of playoffs a fourth place team will play a first place team and a third place team will play a second place team, outside of their own division, if applicable, scheduled by the Playoff Supervisor. The first and second place teams will be home team and have home field. Second and final rounds of playoff competition will be determined and scheduled by the Playoff Supervisor.

Section (4) In second and final rounds of playoff competition the team with the best regular season record will be the home team and have home field. If two teams with the same record are scheduled and were in the same regular season division, then divisional standings will determine home team and home field, otherwise home team and field will be resolved through a random draw, by the Playoff Supervisor. In all playoff competition each team will bring an umpire qualified behind the plate to call balls and strikes for one half the game.

Section (5) Any Bye determinations that are required during playoff competition, will be awarded to the team with the best record. If two or three teams with the

same record are scheduled, Bye determination will be resolved through a random draw, by the Playoff Supervisor.

Section (6) Playoff competition will start July 6th and conclude on July 10th with the possibility of extending to July 11th and July 12th for postponed games due inclement weather.

Section (7) The starting time for all playoff games shall be determined by the Playoff Supervisor. Game time limit for all playoff games will be 2 hours, with the exception of the final championship playoff games that have no time limits.

RULE 7 ----- CONDUCT

Section (1) The L.C.A.A. does not condone any unsportsmanlike conduct or objectionable behavior including but not limited to profanity, excessive arguing, umpire intimation or harassment. An ejection of a manager, coach or player will initiate a review by their Home Association and could result in a verbal warning, probation or suspension as determined by that Association and may require further evaluation by the L.C.A.A. Refusal to leave the game after an ejection will result in forfeiture of the game.

The use of any type of intoxicants, illicit substances, or obvious intoxication on the field is strictly prohibited. No smoking, vaping or chewing tobacco is allowed on the field or in the dugout.

Any intentional physical contact or verbal threats of violence against an umpire, manager, coach, player or spectator will not be tolerated and the individual will be removed from the game and will leave the area.

Section (2) There shall be no admission fee charged for any L.C.A.A. game and all food and drink policies must be observed in accordance with each home community association.

RULE 8 ----- PROTEST PROCEDURES

Section (1) Protest on a violation of eligibility must be submitted by any member of that particular league through the councilmember. The councilmember must notify the Protest Committee Chairman within 48 hours following the date of the last scheduled or rescheduled league game of the team being protested. The Protest Committee, on valid evidence presented by the councilmember, must declare the player in question ineligible and the player's team automatically forfeits all games in which the player has participated as a member of that team. This situation must be protested.

Section (2) Whenever an alleged violation of playing rules are involved, the manager or coach of the protesting team must call time and notify the umpire and manager of the opposing team that the game is being played under protest. Everyone involved should take notes on the situation at the time of protest.

Section (3) All disputes are to be settled by the two managers, if possible.

Section (4) If managers cannot settle the dispute; take it to the councilmember for your community. The two councilmember's should try to resolve the dispute.

Section (5) If the two councilmember's cannot settle the dispute, a formal protest will have to be submitted by the manager, through the councilmember, who should make sure that there is a report from the umpires involved. The councilmember must notify the Protest Committee Chairman within 48 hours following the end of the game. Protest from persons other than the councilmember, will not be considered.

Section (6) In no case should a manager pull their team from the field. That will be an automatic forfeit.

Section (7) All decisions by the Protest Committee will be final.

Section (8) Protest will not be accepted on an umpire's judgment.

Section (9) Any matter not expressly covered by these rules shall be left with the Protest Committee for a decision.

Section (10) A 50.00 protest fee will be required for each protest filed. If the protest is upheld, one half of the protest fee will be refunded.

Section (11) All rule interpretations will be handled by the Protest Committee.

RULE 9 ----- 8U BASEBALL AND 8U-9U SOFTBALL (COACH PITCH RULES)

Section (1) The ball will be pitched to the batter by an adult Coach Pitcher and the batter will have 5 pitches in which to hit the ball. After 5 pitches, if the ball is not hit fair, the batter is out. If the batter fouls off the fifth pitch, or continues to foul off the subsequent final pitch, they will receive another pitch. Balls and strikes will not be called and there is no bunting.

Section (2) If a batted ball hits a Coach Pitcher it is a dead ball. The batter shall take first base and runners shall not advance unless it is a force situation.

Section (3) If a pitched ball hits a batter, the batter does not take a base and the pitch counts as one of the 5 pitches.

Section (4) A catcher will be in position to catch pitched ball in full catchers equipment. If a team has only 8 players the catcher's position will be not required. In all games each team should use an adult backup at the backstop to retrieve the pitched balls.

Section (5) No leading off by the base runner or stealing. Runners must stay on base until the ball is hit or they will be called out.

Section (6) The youth pitcher must stay inside the 10 foot circle until the ball is hit.

Section (7) The baseball adult Coach Pitcher will throw from the pitching rubber 40 feet from home plate and deliver the baseball in an overhand motion. The

softball adult Coach Pitcher will throw from the pitching rubber 30 feet from home plate and deliver the softball in an underhand motion.

Section (8) All youth pitchers are required to wear helmets and masks while inside the 10 foot circle.

Section (9) In the event of an overthrow by a fielder and the ball enters foul territory, but remains in play, all runners are limited to advance one base.

Section (10) Six year olds are eligible for sign-ups in order to complete roster only. No new teams of 6 year olds.

Section (11) A 10 foot diameter chalk circle will be drawn around a center point of 47 feet from home plate for baseball and 37 feet from home plate for softball. During play, if a throw is made from the field and the pitcher receives or retrieves the ball and stands in the circle or the ball passes through the circle, it becomes a dead ball. A short line will be drawn midway between each base. If a runner has not crossed the line when the ball becomes dead, the runner will return to their last occupied base. (It is urged that these players should be instructed to make a play on the runner and not merely throw to the circle to stop play).

RULE 10 ----- 8U BASEBALL AND 8U SOFTBALL (MACHINE PITCH RULES)

Section (1) The ball will be pitched to the batter by adult Machine Pitch Operator (Offensive Coach) and the batter will have 5 pitches in which to hit the ball. After 5 pitches, if the ball is not hit fair, the batter is out. If the batter fouls off the fifth pitch, or continues to foul off the subsequent final pitch, they will receive another pitch. Balls and strikes will not be called and there is no bunting.

Section (2) If a batted ball hits Pitching Machine or the Machine Pitch Operator it is a dead ball. The batter shall take first base and runners shall not advance unless it is a force situation.

Section (3) If a pitched ball hits a batter, the batter does not take a base and the pitch count as one of the 5 pitches.

Section (4) A catcher will be in position to catch pitched ball in full catchers equipment. If a team has only 8 players the catcher's position will be not required. In all games each team should use an adult backup at the backstop to retrieve the pitched balls.

Section (5) No leading off by the base runner and no stealing. Runners must stay on base until the ball is hit or they will be called out.

Section (6) The youth pitcher must stay inside the 10 foot circle until the ball is hit.

Section (7) The baseball Pitching Machine will be set at 40 feet from home plate and set at a speed of 36-40 MPH. The softball Pitching Machine will set at 30 feet from home plate and set at a speed of 28-32 MPH.

Section (8) All youth pitchers are required to wear helmets and masks while inside the 10 foot circle.

Section (9) In the event of an overthrow by a fielder and the ball enters foul territory, but remains in play, all runners are limited to advance one base.

Section (10) Six year olds are eligible for sign-ups in order to complete roster only. No new teams of 6 year olds.

Section (11) A 10 foot diameter chalk circle will be drawn around a center point of 47 feet from home plate for baseball and 37 feet from home plate for softball. During play, if a throw is made from the field and the pitcher receives or retrieves the ball and stands in the circle or the ball passes through the circle, it becomes a dead ball. A short line will be drawn midway between each base. If a runner has not crossed the line when the ball becomes dead, the runner will return to their last occupied base. (It is urged that these players should be instructed to make a play on the runner and not merely throw to the circle to stop play).

RULE 11 ----- GUEST PLAYER

Section (1) Guest Players must be registered as such on an official L.C.A.A. league roster in accordance and compliance with Rule 2, Section (1) and Section (4) of the L.C.A.A. rules. Teams can only register Guest Players that are already registered on an official L.C.A.A. league roster and must be from a lower age division and only 1 age division lower. (8U Guest Players can be registered from an association T-Ball team and as such will not be on a registered official L.C.A.A. league roster.) Teams must have at least 10 registered regular players on their official league roster in order to register a Guest Player. Guest Players may only be registered on one L.C.A.A. team and teams are allowed to register only 2 Guest Players.

Utilization Rules.

1. Teams must have fewer than the minimum available players for the scheduled game and in jeopardy of forfeiture, to utilize a Guest Player.
2. Teams can utilize 2 Guest Players per game.
3. Guest Players must wear their own regular team uniforms.
4. Guest Players cannot pitch.
5. Guest Players are not allowed to play in playoff competition.
6. Guest Players shall be listed on the game roster and scorebook as such and opposing manager shall be made aware of Guest Player.
7. Guest Player Utilization is allowed only 3 games per season.

THERE SHOULD BE NO RULES USED IN ANY LINCOLN COUNTY ATHLETIC ASSOCIATION GAMES, EXCEPT THOSE LISTED HERE OR IN THE OFFICAL RULE BOOKS AS ADOPTED.