

Lakeshore Little League

Rules for Minors Baseball Division – Revised March 4, 2020

A. Governing Rules

Except where specifically amended in this document, the rules of Little League Baseball will govern baseball play in the Lakeshore Little League.

If there is a conflict between these rules and the rules of the Little League Baseball these rules apply.

B. Game Administration

Field Dimensions

1. The base paths are 60 feet in length. Measurements are taken from the point of home plate to the back edges of first base and third base, and from the foul line edges of first and third base to the center of second base. First and third base are entirely inside the corners of the diamond while second base is centered on the corner.
2. The pitching rubber is located 46 feet from the point of home plate in a direct line with second base. At the North Field, the correct pitching rubber is the one furthest from home plate and closest to second base. At Sims, the correct pitching rubber is closest to home plate.

Uniforms and Appearance

3. All players are to wear Lakeshore Uniforms during games, including hat, shirt, pants and socks, but will not be disqualified from playing in a game for failure to wear a complete uniform. It is the responsibility of coaches to discipline players who repeatedly violate this rule. Hats must be worn correctly, and shirts must be tucked in at all times.
4. Wearing of jewelry by players is discouraged. Umpires may require the removal of any jewelry which, in the umpire's judgment, may present a hazard to the player or others.
5. Catchers must wear facemasks, chest protectors, shin guards.
6. Boys must also wear protective cups.

Line-ups and Player Participation

7. Before each league game, coaches will provide a batting order that includes every player expected to participate in that game. Players will bat in that order

throughout the game whether they are playing in the field or not.

8. Teams on defense will have 10 fielders, four of whom will be in the outfield.

9. No player should play in the field more than one inning longer than any other player. Every player must play in the field for at least 4 innings per game and should not be off the field for two consecutive innings. Therefore, if one player plays 4 innings, no one else can play more than 5. Exceptions to this rule may only occur as the result of injury or premature termination of a game due to weather or darkness.

10. A player who has not arrived prior to his/her first at bat will be removed from the line-up without penalty to the team. A player who arrives after having been removed from the line-up, or who was not included in the original line-up, will be placed at the end of the batting order.

Pitching

11. Any player on a regular season team may pitch. (**NOTE:** There is no limit to the number of pitchers a team may use in a game.) **Exception:** Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.

A pitcher once removed from the mound cannot return as a pitcher.

A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.

EXCEPTION: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:

11-12 – 85 pitches per day

9-10 – 75 pitches per day

7-8 – 50 pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. **NOTE: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the**

remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

(d) Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.”

NOTE: If a pitcher reaches 30 pitches while facing a batter in the first game, the pitcher may continue to pitch, and maintain their eligibility to pitch in the second game on that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to pitch in a second game provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 31 or more pitches in the first game, and is not covered under the threshold exception, the player may not pitch in the second game that day);

12. Players that have been removed from the field for a substitute may re-enter the game after the team has recorded at least three outs while the substitute was in the field, or at any time if the substitute is unable to continue play due to illness or injury.

Umpires and Game Conduct

Umpire’s Rule: The umpire(s) shall have the power to rule on any matter not specifically covered by the Little League Baseball rules or these rules.

Games are six innings. A game called on account of weather, darkness, or any other reason is official if the team trailing in the score has batted at least four times.

5 Run Rule: An inning will end when the team batting has either scored 5 runs or made 3 outs, except for the 6th inning or any subsequent extra innings played.

15 Run Rule: During the regular season, if either team is leading by 15 runs or more after the opposing team has had 4 or more turns at bat, the game will be ended provided the coach of the losing team consents.

If there is a question regarding a call by an umpire: a coach may call time out and ask to speak to the umpire. The opposing coach will be included in the discussion. Only questions concerning the proper application of the rules by the umpire may be raised. Calls involving solely the judgment of the umpire may not be questioned.

Any attempt to injure a player, coach, or umpire will result in the ejection of the offending player. In addition, an offending player who is a batter or baserunner will be ruled out.

Coaches:

Base coaches may be players (wearing a helmet) or coaches.

A coach may call for timeout to talk to a pitcher. A pitcher must be removed if a coach calls for two timeouts to talk to the same pitcher in one inning.

C. Pitching

1. The balk rule will not be enforced. An umpire who observes a balk will immediately call time out, rule “no pitch,” and explain to the pitcher and the pitcher’s coach the action that constituted a balk.
2. A pitcher who hits three batters in the same inning must be removed and cannot return to pitch in the same game, including extra innings.

D. Batting

1. Bats used in Lakeshore baseball games that have not been provided by Lakeshore baseball must be *Little League* approved.
2. **Thrown Bat.** A batter who throws a bat deliberately will be called out and ejected from the game; all runners will return to their original bases. A batter who throws a bat unintentionally will be warned on the first occurrence. On the second and any subsequent occurrence, the batter will be called out and all runners will return to their original bases. The umpire’s judgment as to the batter’s intent will be conclusive.
3. The batter is out on a third strike-either swinging or called. The catcher does not have to control the ball nor may the batter attempt to reach first base on a passed

ball or wild pitch that is strike three.

4. Catchers Interference. If the batter hits the catcher's glove while in the act of swinging at a pitched ball, it is catcher's interference. The ball is dead. The batter is awarded first base and the runners advance to the next base if forced to do so.

5. The infield fly rule is not in effect.

E. Fielding and Base Running

1. Runners must remain in contact with the base until the pitched ball crosses home plate. The following provisions apply when a runner is judged to have left the base too early:

a. Each team will receive one warning. In the event of a warning:

i. Any outs made in the subsequent action stand.

ii. If the ball was not put into play by the batter, all runners not called out return to their original bases.

iii. If the ball is put in play, the runner who left early and any runners behind him/her will occupy the base(s) closest to where the batter finished. If the batter is out, the runner who left early, and any runners behind him/her must return to their original base(s).

b. Violations after the team warning will result in the offending runner being ruled out. The disposition of other runners will follow the provisions in E1- ai-ii, iii.

2. A base runner must avoid contact with a defensive player, whenever possible. At home plate, a runner must slide when a defensive player has the ball and is attempting to put the runner out or is in position to receive an immediate throw in an attempt to put the runner out.

3. The catcher may not block the plate with his body.

4. A base runner who, in the judgment of the umpire(s), intentionally runs into a defensive player will be ruled out.

5. Stealing- a runner may only steal one base at a time (one stolen base per runner per pitch thrown). As in E1., the runner must remain in contact with the base until the pitched ball crosses home plate. He may not advance an additional base on an overthrow made during an attempt to throw him out. This is to encourage the fielding team to attempt to throw out the runner. A base runner who is on third base may only advance home on a ball which is hit into play by a batter or by being forced home. A base runner may not score on a wild pitch, a passed ball, an

error on the return throw to the pitcher (from the catcher), on an attempted steal or on an attempt to pick him off if he chooses to lead off third base after a pitch is thrown.

6. After strike three or ball four, any runner in E5 that is eligible to steal may do so.

F. End of Season Tournament

All teams will play in an end-of-season tournament. Teams will be seeded according to number drawn using a lottery system. Historically this tournament has been double elimination however this may be changed by the coordinator/board when circumstances dictate (ie weather, need to complete season) All tournament games must go the full six innings unless the coach of a team that is losing by 15 or more runs after his team has had four turns at bat elects to concede. A game suspended by darkness will be resumed from the point at which it is suspended.

Appendix

Some Commonly Misunderstood Rules

Batter Hit by Pitch While Swinging: If a batter is hit while swinging, it is a strike if the batter misses or hits it foul. If the batter hits the ball into fair territory, it is in play. The umpire must use discretion in judging whether a batter is making a legitimate attempt to swing.

Batter Hit on Hand by Pitch While Not Swinging: The batter is awarded first base. The batter's hands are not "part of the bat."

Batter Batting Out of Order: If a batter is batting – or has batted – out of order, the following rules apply:

1. If the umpire is notified of the mistake, by either team, before the at-bat is completed, the correct batter will complete the at-bat with the existing ball/strike count.
2. If the umpire is notified of the mistake by the defensive team, after the at-bat is completed and before a pitch has been made to the next batter:
 - i. The player who should have batted is declared out.
 - ii. If the improper batter has reached base, he or she will be removed from the bases and all players who advanced as a result of the play that put the improper batter on base (e.g. hit, walk, error, fielder's choice, etc.) return to their original bases.

iii. If the improper batter made an out, the out is nullified and any runners who advanced on the play return to their original bases.

iv. Runners who advance on their own while the improper batter is at the plate (e.g. by steal, passed ball, wild pitch), keep the bases they have advanced to.

3. If the umpire is notified of the mistake, by either team, after the at-bat is completed and after a pitch has been made to the next batter, the at bat is considered legal and the player following the improper batter in the line-up becomes the next batter.

Foul Ball Situations:

1. Home plate is in fair territory.

2. The bases are also in fair territory. If a ball hits a base, it is a fair ball no matter where it goes afterwards.

3. If a ball first touches the ground in the outfield (beyond first or third base), all that matters is where it lands. A ball hit fair that passes first or third base in fair territory but lands in foul territory, is a foul ball.

4. If a ball is played in the infield (between home plate and either first or third base), all that matters is where the ball is when it is touched by a player. A ball that rolls down the baseline is fair if it stops or is touched in fair territory. Conversely, it is foul if it stops or is touched in foul territory.

5. If the batter is the first player to touch the ball, he/she is out if the ball is in fair territory when the touching occurs. If the ball is in foul territory when it hits the batter, it is a foul ball, even if it later bounces into fair territory.

Runner Hit by a Batted Ball: A runner (including the batter) who is hit in fair territory by a batted ball, is out, and the ball is immediately dead. Other runners return to the last base they reached safely.

Contact between batter running to first base and catcher fielding the ball. This is not interference on the batter or obstruction on the catcher unless the umpire judges that the contact was intentional.