

Lee County Youth Baseball, LLC

P.O. Box 262

Leesburg, Georgia 31763

2021 Season

Local League Rules

1. Managers and their assistants must be approved by the Board of Directors, after passing the required background check.
2. Managers and their assistants serve at the discretion of the Board. Managers can be removed for conduct deemed detrimental to the league.
 - a) There will be zero tolerance with Coaches and assistants conduct. There will be no arguing of judgment calls for any reason. Managers only will be allowed to come on the field in a controlled manner and ask for a rule interpretation. Also in a two man system, the manager may ask for help from the home plate umpire on pulling of foot, leaving early, and etc. If the manager does not agree, the manager may protest the game at that point and continue play. There will be a \$25.00 dollar protest fee paid at that time.
 - b) Team managers are responsible for their team MOMS conduct in the dugout at all times.
 - c) All coaches are responsible for the actions of their team's parents. The umpire will warn the Manager 1 time for unruly spectator behavior. The 2nd offense in the same game will result in the Manager's ejection.
3. A person may put their name on the waiting list to coach a team one (1) year prior to entering that league, or by notifying a league director after the start of registration.
 - a) A person may put their name on the coach's waiting list the first day of registration and any subsequent day. The first day and time of registration will be announced prior to registration.
 - b) If two (2) or more people arrive at the same time to sign up for the coach's waiting list, then numbers will be drawn from a hat to determine the order in which the names will be added.
 - c) The league Secretary will have copies of the official waiting lists for each league, and those copies will be considered the official lists.
 - d) Any coach from previous year that wants to coach the following year has priority over the waiting list.
 - e) Any returning assistant coaches will have seniority behind all returning coaches but before new coaches.
4. There will be no refunds after draft day. **NO EXCEPTIONS!**
5. A team may have one (1) manager and two (2) assistant coaches (T-ball may have 3 assistant coaches). **HOWEVER, ONLY THE MANAGERS SON AND ONE ASSISTANT COACH'S SON MAY BE PROTECTED IN THE DRAFT.** The second assistant coach's son must be obtained through the draft. A coach may not be named as a coach on more than one team for the purpose of protecting both children.
6. Teams may only have two protected players satisfied in the draft. There will be no trading of a protected player. If a team only has one protected player, they may protect a second player as long as the child's parent is coaching and has met all of the coaching requirements. The only exception to having more than two protected players would be the brother rule. If the assistant coach has two children, each child will be counted as a protected player but will count against them in the draft as three players (first three picks).
7. If a team loses a protected player, that player may be replaced with another child whose parent is coaching that team and has met all of the coaching requirements.
8. There must be at least one (1) adult in the dugout at all times.
9. A manager or assistant coach who is unable to continue coaching, their child may stay on that team, but the team will not be allowed to add another coach's son.
10. At the end of registration and prior to tryouts, a coach's meeting will be held. All returning managers on the waiting list will be notified. Board maintains the coaches list.
11. Players will be chosen for teams by method of a draft, to be conducted as follows:
 - a) Date and time of draft will be given to all parents at the time of registration.

- b) If try-outs cannot be conducted due to inclement weather, then the draft will still be held and all players shall be eligible. Tryouts are mandatory for ages 7U and up. If child is not present he or she will be placed in a blind draft. Blind draft will continue in order as draft order. All blind draft players will be placed separate so that coaches do not know which registration form belongs to which. Each coach will then pick in draft order.
- c) If a team does not have a coach, then the league director will appoint someone to draft the team.
- d) The two protected coach's children will be placed on the team rosters starting at the 1st and 2nd draft choice.
- e) Each team will draw a number and that will be their position on the draft board.
- f) The director will start at #1 and go down the list to the last team. Then the director will go to column #2 and go in reverse order. This procedure will continue until all teams are filled.
- g) Teams must have an open slot in order to draft a player.
- h) Each coach will be given a list of all available players for that division that is being drafted.
- i) Managers will vote prior to any draft choices being made whether to honor ALL requests, or NO requests.
- j) Brothers will play on the same team, unless the parents specify otherwise. **This is a BROTHER rule – not a cousin rule, next-door neighbor rule, best friend rule, etc...**
- k) If multiple age groups are in the same age group (example 11U and 12U playing mixed teams) then all players will be available from the 1st draft pick. Maximum of (8) 12 yr olds per team.

12. Trades:

- a) All trades must be conducted immediately after the draft, and before anyone leaves the draft room.
 - b) Unless a player was on the draft board and available to be drafted by all coaches, he cannot be traded.
 - c) Both coaches must mutually consent to a trade.
 - d) All trades must be approved by the League President.
13. Any coach who is ejected from a game will sit out the next game that their team plays (scheduled or make-up) and may be ineligible to coach All Stars as manager or assistant, pending Board review. Any coach who is ejected from 2 games will be removed from their coaching duties for the remainder of the season. Board will review eligibility for next year.
14. Any manager or assistant coach who verbally or physically abuses any player or umpire will be disciplined as the Board of Directors deem appropriate. **NO COACH IS ALLOWED TO ENCOURAGE OR SUGGEST THAT ANY PLAYER QUIT OR PLAY ELSEWHERE BASED ON ABILITY, RACE, SEX, ETC.** If a coach is concerned with a player's safety due to ability, the league director should be notified so that appropriate action can be taken where warranted.
15. Any player who physically or verbally abuses another player or umpire will be suspended for the remainder of that game and the next consecutive game. This includes throwing helmets, tossing bats, and any other disruption on the field or within the confines of the dugout. Suspensions will be noted and may result in disqualification for All-Star consideration. If a second offense occurs, the player is suspended for the remainder of the year.
16. Managers, assistant coaches, team parents, and umpires may not use tobacco products on the field or in the dugouts, nor may they leave the field during the course of a game to do so.
17. A player may be disciplined for one game by a manager for failure to attend practices and/or games. The league director, parents of the player, umpire, and opposing manager must be notified prior to the game. Player must be present at game of discipline.
- a) A player may be disciplined only after reporting the player to the league director or the League President and a formal warning has been issued by the league. No player shall be sat out of a game unless these requirements are met. Penalty will be a forfeit of the game.
18. All managers and assistant coaches are required to make a minimum of 50% of all games and practices. A medical exception can be obtained from the league director if necessary. A coach that violates will not be eligible to coach All-Stars, his son must return to the draft, and the coach will not be allowed to coach the following year.
19. A game can begin and be completed with one or both teams fielding only eight (8) players. At the completion of the game, it will stand as an official game. Any players that arrive after the game begins will be added to the end of the batting order. A team fielding only eight (8) players will be charged with an out each time the ninth position arrives in the batting order.
20. **ALL RAINOUTS WILL BE SCHEDULED BY THE LEAGUE DIRECTOR IN CONSULTATION WITH THE BOARD.** If a team fails to show for a make-up game, a forfeit will be declared. Every effort will be made to avoid making up games on Sunday. In the event that it becomes absolutely necessary to play games on Sunday, church hours will be avoided.
- a. Every effort will be made to make up rainout games. In the event that time does not allow for a makeup game,

the league director or the League President may make adjustments to team schedules to make sure all games that effect first place are played so that the league champions are decided on the field. Affecting first place means any game when played creates a true winner or tie for first place in that league.

21. In order to file a protest, the protesting coach must post a \$25 bond with his protest. If the protest is successful, the bond will be returned – if not the bond is forfeited. Coaches are strongly encouraged to make sure that their protest is justifiable before filing the protest.
22. During Regular Season games, if two teams are tied at the end of regulation time, then one additional inning will be played to decide a winner. If the game remains tied after the additional inning, then the game will be a tie in the record books and treated as a suspended game to be completed only if completion affects first place. No inning may start after 10:00 p.m. when players have school the next day. Coaches, league officials and umpires may agree to suspend a game if circumstances require it. For 5 & 6 year old t-ball league, play 1 extra inning with a 5 run max and 1 out.
23. The season shall consist of an equal number of games (where possible) for each season. Instructional schedule may be different based on decision by the board.
 - a. The team with the best won-loss record is placed as #1 seed for end of year tournament.
 - b. If 2 teams are tied for the best record, a 1-game playoff will determine #1 seed. This game will be played immediately after all regularly scheduled games have been played.
 - c. If three teams are tied at the end of a season, lots will be drawn to determine which of the three teams receives #1, #2 or #3 seed.
24. A continuous batting order will be followed by T-ball, Sandlot, Minor, and Major Leagues.
 - a. All players will be listed in the batting order and will bat throughout the game.
 - b. A player listed in the batting order at the beginning of the game but unable to continue the game for a valid reason (illness, injury, church, etc.) will be skipped in the batting order without penalty. Fear is not a valid reason. The batter who is skipped may not return to the game.
 - c. If a player is present at game time but cannot play due to injury or illness he will be listed in the batting order but skipped without penalty.
 - d. Under both above described situations (24b & 24c), the condition of the player or reason for him being skipped shall be listed by his name in the official scorebook. This will be done after the opposing head coach and chief umpire have been advised of the player's condition.
 - e. If, at game time, one or both teams have less than all players available, the following applies – All players will be listed in the batting order. Absent players will be listed at the bottom of the line-up and will have the word “absent” recorded by their name(s). If a player(s) arrives after the game has started, the word “absent” will be removed, and they will bat in their properly listed spot.
 - f. If injury, illness, or ejection occurs to a base runner or batter, the opposing coach may pick his replacement.
 - g. Any offensive player who slides head first into a base will be called out. This does not apply on attempts by a base runner in an effort to go BACK to a bag. This rule applies in all leagues.
25. Helmets with face mask and strap must be worn by all offensive players for leagues T-Ball, Sandlot. Minor and Major League it is not required.
26. MERCY RULE – A game shall be considered a regulation game when a team is ahead by fifteen (15) runs after 3rd inning and both teams have batted or ten (10) runs after the 4th inning and both teams have batted. If time is still remaining, the scoreboard will be zeroed out, and the game will continue, at the mutual consent of the coaches, until the time limit is exhausted.
27. On-deck batter is allowed.
28. No metal spikes allowed.
29. The game must be recorded in the official scorebook. Scorebook and pitch count book(when required) will be kept upstairs in the scoretower. Home team keeps the scoreboard and official scorebook, Visiting team keeps the pitch count book(Minor and Major league only).
30. Bats: Bats with USABat stamp or USSSA BPF 1.15 stamp are allowed.

All other common and playing rules not addressed or modified in the local rules will be governed by the Dizzy Dean Official Rulebook.

T-BALL LEAGUE RULES - 5 YEAR OLDS

1. A child must be 5 years old before August 31 in order to play T-Ball. Each team will consist of no more than 15 players.
2. Batter is allowed only 5 swings off of the tee. A foul on the 5th swing; the batter is out.
3. The tee coach is responsible for moving the tee out of the line of play. If an out is recorded on the runner attempting to score and it is determined by the umpire to be a result of the tee not being moved then the out will NOT be awarded and the run is to count. This determination is the sole judgement of the umpire and is NOT up for protest, appeal or to be argued with the umpire about.
4. Defense shall have 6 PROPERLY positioned infielders, and all other defensive players must start behind the line in the outfield. Outfielders are required to throw the ball to the infield and may not go into the infield to call TIME or make a play at any base or base runner. If this happens the out will not count and the umpire is not to grant time out. If this action causes a base runner to be put out by the actions of the outfielder that out will not count and the runner awarded the appropriate base. The infielders must be behind the base path line prior to the pitch and no closer until after the ball is hit by the batter. No infielder is allowed to cross the outfield line to retrieve a batted ball. All players play on defense.
5. The field will be clearly marked indicating the outfield line, baseline, Mid-point of the baseline and the area around pitcher mound so there will be no issues with enforcing the rules of play. The pitcher's mound is to be circled with a line drawn to the center point of the 10' fair line associated with the batter. Any ball hit to the 1B side of this line must be thrown to 1st if an out is to be recorded at that base. A pitcher may make a play at any other base by running or throwing the ball as well as tagging a runner going to Home. The pitcher may NOT tag the runner going to 1st base if the ball is hit to the 1B base side of the line. The line is to be ruled just as the fair/foul lines on the field. If a ball is touching the line it is considered to be in the 1B side of the field! If the ball is fielded inside the circle of the mound the same rules apply to the pitcher only. All other defenders can make any legal out at a base or on a base runner regardless of where the ball is fielded. The location of the ball is determined by the location of the ball when it is first touched by a defender and NOT where the player's feet are. The umpire has sole ruling in the judgement of where the ball was first touched and is NOT up for protest, appeal or to be argued with the umpire.
6. The base runner will be awarded 1 base on an overthrow to 1B by ANY player as long as the ball is determined to have crossed in to the outfield area regardless if it is in fair or foul territory. This rule is to encourage teams to attempt to record outs at 1B by throwing the ball to the base. The umpire has sole ruling in the judgement of where the ball crossed and is NOT up for protest, appeal or to be argued.
7. The defensive coaches will be allowed in the outfield to verbally assist (not abuse) the defense. Defensive coaches are NOT permitted to instruct or yell at any offensive player at any time. ALL defensive coaches must stand behind the outfielders and are not allowed to cross the line when play is live. No defensive coach will be allowed to stand in the infield at any time during live play. No defensive coach, other than the outfield coaches, will be allowed to stand outside the dugout at any time during live play. This adds to the confusion on the field and interferes with his offensive coach's ability to instruct his players.
8. Three (3) offensive coaches will be allowed – two (2) base coaches and one tee coach. Once the game has started, these positions are set and cannot be changed. No offensive coach will be allowed outside the dugout, other than the base and tee coaches. This also is to prevent unnecessary confusing of the players during live play.
9. An inning will consist of three (3) defensive outs or 5 runs by the offensive team in innings 1-4, with 10 runs allowed in the 5th inning and any subsequent innings.
10. Infield fly rule does not apply.
11. The player pitcher must have both feet on the pitching rubber until the ball is hit. Infield players must be out of the baseline unless attempting to make a play. If a defensive player blocks the base path without having the ball, and interferes with or obstructs an offensive player, interference shall be called and offensive players shall advance at least one base (more at the umpire's discretion).
12. Offensive play stops when an infield defensive player stops the lead runner or the lead runner returns to a base by choice or fear of being put out, or if the infield defensive player in control of the ball, while standing INSIDE the base lines, yells "TIME" (Outfield players cannot call time). If "TIME" is called before the lead runner reaches the halfway mark between the bases they just passed and the base they are advancing to, they must return to the

- base they are advancing from. Otherwise, the runner will be awarded the base they are approaching.
13. Offensive players must avoid intentional contact with defensive players. Violation will result in the offensive player being called out. If an offensive player is approaching a base where the defensive player is attempting a play with the ball in hand, the runner should slide feet first.
 14. Defensive players must throw the ball from player to player and not roll it.
 15. A batted ball that reaches the 10-foot line in fair territory is considered in play.
 16. Games will last 75 minutes with no new inning beginning after that time.
 - 17. Home team on the schedule will provide the official scorekeeper and scoreboard operator. The game must be recorded in the official scorebook and kept upstairs in the score tower!**
 18. In the event a game is called due to rain, or an unplayable field, an official game will be declared after 3 innings or after 2 ½ if the home team is ahead.
 19. ALL COACHES ARE RESPONSIBLE FOR THE ACTIONS OF THEIR TEAMS PARENTS! The league will not tolerate any verbal abuse, arguing or other behavior that is deemed to be disruptive to the game. If a coach wants to question a rule with the umpire they are to wait until time has been called then request to talk to the umpire. The umpire will determine if there is grounds for discussion and will allow the meeting based on his judgement of the situation. At NO time shall a coach yell across the field at an umpire or opposing coach. If there is a situation that a coach feels needs to be addressed regarding rule interpretations , conduct or ethics then it needs to be addressed to the Tee-Ball Director Via email or text and a response will be generated in a timely manner. Umpire judgement is NOT grounds for appeal and is not going to be given consideration as a legal appeal.

T-BALL LEAGUE RULES - AGE 6 YEAR OLDS

1. Each team will consist of no more than 15 players.
2. Coach pitching with 3 pitches, if the player does not hit off the coach pitching he has 2 chances to hit off the tee fair. If batter hits foul on second swing off tee, batter is out.
3. Coach pitch must be over hand pitching, kneeling or standing.
4. Substitution rule is free substitution, every child that is present must play at least 2 complete defensive innings must be 6 consecutive outs (inning is constituted by 3 defensive outs).
5. Games will last 75 minutes with no new inning beginning after that time.
6. An inning will consist of three (3) defensive outs or 5 runs by the offensive team in innings 1-4, with 10 runs allowed in the 5th inning.
7. Home team on the schedule will provide the official scorekeeper and scoreboard operator. The game must be recorded in the official scorebook and kept upstairs in the score tower!
8. The infielders must be behind the base path line prior to the pitch and no closer until after the ball is hit by the batter. No infielder is allowed to cross the outfield line to retrieve a batted ball.

SANDLOT LEAGUE RULES - AGE 7/8 YEAR OLDS

1. Game Info:
 - a. Distance P/B 46'/60'
 - b. Time 1hr 15m
 - c. Innings 5
 - d. Runs/Inn 5per ; 10(5th or extra 1 inn)
 - e. Run Rule 15(3rd);10(4th)
 - f. Extra Innings 1 extra No Winner Record as Tie, See LL#22
2. Participation: Substitution rule is free substitution, every child that is present must play at least 2 complete defensive innings must be 6 consecutive outs (inning is constituted by 3 defensive outs).
3. Coach pitch must be over hand pitching, standing only.
4. A batter will be allowed five (5) pitches to hit the ball. At any time the batter has three (3) strikes, he will be called out. If the batter fouls off the 5th pitch, his at-bat will continue until he hits the ball, strikes out, or takes a pitch (considered a strike out).

10u MINOR / 12u MAJOR LOCAL LEAGUE RULES

1. Game Info:

	Minor	Major		
a. Distance P/B	46'/60'	50'/70'		
b. Time	1hr 30m	1hr 40m		
c. Innings	6	6		
d. Runs/Inn	5per ; 10(6 th)	No limit		
e. Run Rule	15(3 rd);10(4 th)	15(3 rd);10(4 th)		
f. Extra Innings	1 extra	1 extra	10runs	No Winner Record as Tie, See LL#22
2. Participation: All players must play two (2) defensive innings; 6 consecutive outs (inning =3outs)
 - a. Subs/Re-Entry Rule: Free substitutions Local League. Tournament see DD common 3.00 Re-entry/Subs
3. Pitching:
 - a. 2 visits or defensive timeouts per inning by coach. On 2nd visit pitcher must be removed.
 - b. Any pitcher hitting two (2) batters in one inning or three (3) batters in one game will be removed from the mound.
 - c. All other pitching rules as described in the Dizzy Dean rule book will be used.
 - d. Head coaches are responsible for knowing pitch count rules, how many pitches their pitcher(s) has/have thrown, and how many days rest is required for each pitcher. The official pitch log is the pitch count of record. Coaches are encouraged to check in with the official count every half inning.
4. Each head coach is required to go to the score tower at the conclusion of each game and sign the official pitch count logs for his team's game.

Pitch Count & Required Rest Limitations - League	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Daily Max (Pitches)
	0	1	2	3	
	Calendar Day	Calendar Day	Calendar Day	Calendar Day	
9-10	1-35	36-50	51-65	66+	75
11-12	1-35	36-50	51-65	66+	85
13-14	1-45	46-60	61-75	76+	95
15-16	1-45	46-60	61-75	76+	95
17-18	1-45	46-60	61-75	76+	105

The manager must remove the pitcher when said pitcher reaches the limit for his/her league age group as noted in the table above. The pitcher may remain in the game at another position:

Exception: If a pitcher reaches the daily **max** limit imposed **in the** above table for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- a) That batter reaches base;
- b) That batter is put out;
- c) The third out is made to complete the half-inning.

5. Batters:
 - a. Facemasks optional
 - b. Continuous batting order; all players
 - c. A courtesy runner for the catcher only. Must be the last BATTED out.

13/14/15U JUNIOR LOCAL LEAGUE RULES PENDING

1. Game Info:
 - a. Distance P/B 54'/80'
 - b. Time 1hr 50m
 - c. Innings 7
 - d. Runs/Inn No Limit
 - e. Run Rule 15(4th);10(5th)
 - f. Extra Innings 1 extra
2. Participation: All players must play two (2) defensive innings 6 consecutive outs in a complete game.
 - a. Subs/Re-Entry Rule: Free substitutions Local League. Tournament see DD common 3.00 Re-entry/Subs
3. Pitching:
 - a. 2 visits or defensive timeouts per inning by coach. On 2nd visit pitcher must be removed.
 - b. Any pitcher hitting two (2) batters in one inning or three (3) batters in one game will be removed from the mound.
 - c. All other pitching rules as described in the Dizzy Dean rule book will be used.
 - d. Head coaches are responsible for knowing pitch count rules, how many pitches their pitcher(s) has/have thrown, and how many days rest is required for each pitcher. The official pitch log is the pitch count of record. Coaches are encouraged to check in with the official count every half inning.
4. Each head coach is required to go to the score tower at the conclusion of each game and sign the official pitch count logs for his team's game.

Pitch Count & Required Rest Limitations - League	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Daily Max (Pitches)
	0 Calendar Day	1 Calendar Day	2 Calendar Day	3 Calendar Day	
9-10	1-35	36-50	51-65	66+	75
11-12	1-35	36-50	51-65	66+	85
13-14	1-45	46-60	61-75	76+	95
15-16	1-45	46-60	61-75	76+	95
17-18	1-45	46-60	61-75	76+	105

The manager must remove the pitcher when said pitcher reaches the limit for his/her league age group as noted in the table above. The pitcher may remain in the game at another position:

Exception: If a pitcher reaches the daily **max** limit imposed **in the** above table for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- a) That batter reaches base;
- b) That batter is put out;
- c) The third out is made to complete the half-inning.

5. Batters:
 - a. Facemasks optional
 - b. Continuous batting order; all players
 - c. A courtesy runner for the catcher only. Must be the last BATTED out.

ALL-STARS

1. The manager of the division champion will be the All-Star Coach. If the manager or assistant coaches of the divisional winner decline the All-Star team, it will be awarded to the manager of the 2nd place team.
2. The manager will have the right to choose any two (2) assistant coaches from the official League coaching rosters. Any coach ejected from a game during the season is ineligible to coach All Stars as manager or as an assistant.
3. No coach will be allowed to coach two (2) All-Star teams.
4. Only the manager or one team representative from each team shall attend All-Star selection, and voting shall be by secret ballot. Assistant coaches, parents, players, etc. shall not attend All-Star selection.
5. In order to be fair to everyone involved in the process, it is absolutely necessary that each team be represented at the All-Star selections. If a manager fails to attend the All-Star selection, or neglects to have someone attend in his/her place, they will not be allowed to coach in the next season.
6. All-Stars are designed to be a reward for those children who have proven over the course of the regular season that they have shown the skills necessary to compete in postseason play. IT IS NOT INTENDED AS A BUDDY SYSTEM, AND THERE IS NO PLACE FOR FAVORITISM OR NEPOTISM IN THIS PROCESS.

Reference rule book sections

SELECTION PROCESS

1. Each coach will be given a list of all team rosters for their respective division, containing the names of each child in the league.
2. From this list, each manager will then vote up to a max of 15 players. These votes should be cast for the best 15 players in the division, regardless of team affiliation, age, etc....
3. All players who receive a unanimous vote, or one less than a unanimous vote, will be placed on the All-Star team. If there are no players who receive unanimous consideration, then those players with one vote less than unanimous will be placed on the team. This procedure will be repeated until there are seven (7) players elected All-Stars. If more than seven (7) players are voted in, there will be a vote among the last group of players selected than increased the number above 7. (Example: If 4 players were selected to the team and in the last round of selections 4 players receive the same number of votes, there would be another vote taken among those 4 players only and the 3 with the most votes would be placed on the All-Star team.)
4. The All-Star coach will choose the five (5) players.
5. By Dizzy Dean rules no Allstar Team may be selected prior to June 1st.