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Lakeland City Baseball 2021 Official Rules, Regulations and Policies



To our parents, players and volunteers:

As an independent youth baseball organization, Lakeland City Baseball establishes its own rules, regulations and policies governing the operation of the league. This book contains vital information on who we are, what we're about, how we ensure the safety of all participants, and the rules and regulations governing play at our parks.

On page 9 you will find our policies, including those dealing with concussions. Please take time to read and familiarize yourself with them thoroughly.

Together we can make baseball at LCB an enjoyable, safe, instructive and memorable experience for everyone involved.

Thank you, and have a great season!

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Lakeland City Baseball Leagues, Inc.

P.O. Box 2702
Lakeland, FL 33806

BOARD OF DIRECTORS 2019 / 2020

Anthony Shamoun	LCB President, Tournament Director
Kelly Altman, Gina Butler	LCB Vice President, Registrar
Ira Anderson	Treasurer
Lydia Facey	Secretary, Volunteer Coordinator
Brian Altman	Player Agent, Rules Chair
Sam Joyner	VP Tee Ball
Billy Jones	VP Coach Pitch
Hank Weeks	VP Training League
Gary Brickhouse	VP Minor League
Jason Welling	VP Major League
Kip Campbell	VP Junior League
Daryl Johnson	VP LCB Buddy Ball
Al Garcia	Equipment Coordinator
Todd Darby	Sponsor Coordinator
Allyssa Welling	Special Events Coordinator
	Team Mom Coordinator
Jenny Currie	Uniform Coordinator
David Facey	Board Member

Lakeland City Baseball Leagues, Inc. is a 501(c)(3) non-profit organization

Our website is:

www.lakelandcitybaseball.com

General Information

Purpose

Lakeland City Baseball exists to provide young people in Lakeland, Florida and surrounding communities the opportunity to participate in the exciting game of baseball in an organized, safe and fun environment.

Corporate status

As an organization incorporated in the State of Florida, Lakeland City Baseball Leagues, Inc. operates in accordance with State statutes and in a manner consistent with the organization's bylaws. It is an approved tax-exempt, non-profit educational organization under the federal Internal Revenue code 501(c)(3) and operates within the rules and guidelines of such. It has also met the registration requirements of Chapter 496, Florida Statutes, the Solicitation of Contributions Act, and has received registration no. CH7749 from the Florida Department of Agriculture & Consumer Services. A copy of the official registration and financial information may be obtained from the Division of Consumer Services by calling toll-free (800-435-7352) within the State. Registration does not imply endorsement, approval, or recommendation by the State.

How rules are established and modified

The Rules committee established by the board of directors oversees the playing rules and regulations governing play at Lakeland City Baseball. It is responsible for reviewing them on an annual basis and submitting changes to the board of directors for approval. Any person wishing to submit a proposal for changes to the playing rules may do so in writing by November 1 of each year. This can be done by mail to: Lakeland City Baseball Leagues, Inc., P.O. Box 2702, Lakeland, FL 33806, or through the league website using the Contact feature. Proposed changes will be reviewed for relevancy by the committee, and if approved for further consideration, be submitted to the board of directors for final approval. Rule changes will be published within this book or inserted as an addendum.

Player eligibility

Any player who is between league ages 3 and 15, with consent from their parent or legal guardian, may be registered as a candidate for a team at Lakeland City Baseball. ("League age" is that age a player has attained by April 30 of each year.) As an independent youth baseball organization we have **no geographical boundaries or residency restrictions**. Any player is welcome to register regardless of where they reside. Players who are league age 5 and higher and have physical and/or cognitive disabilities will be eligible to play in the LCB Buddy Ball league.

Age-level league descriptions and goals

LCB Buddy Ball is our league for players league ages 5 up with physical and/or intellectual disabilities. Its purpose is for those players to enjoy the game of baseball along with the millions of others who participate in this sport worldwide. Each LCB Buddy Ball player is accompanied by a buddy, who can be a parent, sibling, friend or just someone wanting to help the players have fun and enjoy the game.

Tee Ball is for children league ages 3 and 4. The objective in Tee Ball is to develop a basic understanding of the game and have fun doing so. Every player will learn to hit off a tee and basic fielding and throwing skills. Tee Ball is a non-competitive program; winning is absolutely of least importance.

Coach Pitch, for players league ages 5 and 6, has been developed as an intermediate step between Tee Ball and Training League (machine pitch), and is intended to instruct players on how to hit a pitched ball and prepare them for the faster and closer-to-“real” baseball game they’ll encounter in Training League. In each at-bat they’ll have four opportunities to hit a ball pitched by a coach, and if unsuccessful, they’ll then hit off a tee. Coach Pitch is a time for significant input and instruction by the manager and coaches, and where players will be given a greater insight on the specific rules and skills of the game. We do not keep score in Coach Pitch, focusing instead on fun and instruction.

Training League, or “machine pitch”, is our age-level league for players league ages 7 and 8. It is a style of play much like “real” baseball, where they face a pitched ball delivered by a machine. Training League is an up-tempo game where the ball is put into play in most of the at-bats, where base-stealing is permitted, and where game scores and standings are kept for the first time.

Minor League. A more serious brand of baseball, Minor League is where kids are pitching to each other. Players league age 9 and 10 are in full charge of most aspects of the game, except the coaching.

Major League is for players league ages 11 and 12 and is played on an intermediate-size field with a 50-foot distance between the pitcher’s plate and home plate and 70-foot basepaths. Good, solid baseball and numerous home runs are featured in Major League.

Junior League is our most advanced level and is for players league age 13 through 15. It is played on regulation-size fields (60-foot pitching distance and 90-foot basepaths) and represents the culmination of a player’s career at Lakeland City Baseball.

Role of the parent

Parents and guardians play a vital and important role in the life of any youth sports league. They are a critical part of Lakeland City Baseball's effort to provide a wholesome, active and safe environment for our players and volunteers. Their commitment to enroll and nurture the careers of their children in recreational youth baseball, as well as reinforcing along with us the essential elements of character building, ethics and sportsmanship, makes our partnership the cornerstone in the growth and maturity of the young people in our care.

At the beginning of every season we ask parents and guardians to agree with our mission here at LCB, which is to build character and maintain ethical standards, all while having fun and learning more about the game of baseball. The Youth Sports Parent Code of Conduct is an agreement between parents and LCB on these goals. It includes an understanding on six core principles: trustworthiness, respect, responsibility, fairness, caring and good citizenship. When our players, parents and volunteers demonstrate these values during competition at LCB we consider our mission a success.

Volunteers and eligibility

Volunteers are the heartbeat of our organization, and each year we rely on the valuable time and effort of hundreds of people willing to offer their services to our players for nothing more than the satisfaction of seeing them enjoy the game of baseball.

As a condition of service to our league, and to ensure the safety of our players, all adults who have repeated contact with players must apply to be a volunteer. This includes all managers, coaches, Team Moms, umpires and other adults who assist during practices or games. Once we receive an application to volunteer through the online procedure on our website we perform background checks, and all approved volunteers will receive an ID badge. Prior to delivering the badge we will collect an electronic copy of a valid government-issued photo ID of the volunteer, such as a driver license, and maintain that on file. ID badges must be worn at all times during games by those adults assisting on the field and in the dugouts. **All adult volunteers must re-apply on an annual basis.**

Safety

The safety and security of all participants in Lakeland City Baseball activities, whether they be players, volunteers, umpires or spectators, is of the utmost importance. From our volunteer screening procedure, to Codes of Conduct, to rules and regulations regarding play and behavior – safety is an integral part of everything we do. Every adult involved at LCB has a responsibility to use proper reasoning and care to prevent injury to themselves and others during practices and games.

Participation in baseball can result in serious injuries and protective equipment does not prevent injuries to all players. Managers, coaches and parents should strive to train players in the proper ways of batting, fielding and throwing to minimize the risk of injury.

Overuse of pitchers' arms and the resulting risk of injury is of great concern and should be avoided.

To minimize the risk of injury, Lakeland City Baseball has rules in place to limit the amount of pitches a player can throw in LCB-sponsored games before requiring him/her to rest their arm. **It is the responsibility of parents of players** who pitch in games other than those at LCB to limit the cumulative amount of pitching done by their children in order to reduce the possibility of long-term injury.

No games or practices will be held when weather or field conditions are poor or unsafe, particularly when lightning is in the area.

League website and contact information

Details on the operation of our league, including season information, teams, schedules, standings, online player registration, online volunteer application, FAQ's and much more are always available on the league's website, **www.lakelandcitybaseball.com**. The website is also the best way to contact us. Simply click on the Contact link in the upper right corner of the screen to send us a message.

You may also write to us at:

Lakeland City Baseball Leagues, Inc.
P.O. Box 2702
Lakeland, FL 33806

Lakeland City Baseball Policies

Conduct and Behavior Policy

All participants in Lakeland City Baseball activities have a responsibility for proper conduct and behavior. This applies to adults and players alike. More importantly, adults must understand that their actions directly influence the children participating in our league, therefore they are held to the high standard the league strives to enforce. LCB's rules of conduct and behavior are listed in the appropriate sections of this book, and for parents, on the electronic and paper player registration forms under the title, "Youth Sports Parent Code of Conduct". These must be agreed to when registering players prior to each season.

Non-Discrimination Policy

Lakeland City Baseball Leagues, Inc. will give equal consideration for participation in its programs without regard to race, color, gender, national or ethnic origin, or physical or intellectual disability.

Sexual Harassment Policy

It is the policy of Lakeland City Baseball Leagues, Inc. that all parties involved in the operation of the league will provide an environment free from all forms of discrimination including sexual harassment. No person shall be subjected to verbal or physical sexual behavior. Sexual harassment will be treated as misconduct and may result in appropriate corrective action up to and including dismissal from participation in all league activities.

Definition – Sexual harassment is defined as unwelcome, unsolicited behavior of a sexual nature which creates a hostile environment and/or interferes with an individual's ability to perform their duties. Examples can include, but are not limited to:

- Unwelcome advances and/or behavior.
- Repeatedly asking a person for a date.
- Making suggestive or provocative comments of a sexual nature and/or displaying visual sexual references.
- Suggestive looks or leering.
- Creating an intimidating, hostile or offensive operating environment.
- Making an individual's participation in the league conditional on accepting or rejecting a sexual advance.

Reporting – Any person who believes they have been sexually harassed shall contact their immediate superior who shall contact the league president. If the allegation of sexual harassment is made against the person's immediate superior, the allegation shall be brought directly to the league president. If the allegation is presented in an informal manner, i.e. verbally or second-hand, the superior will document the actions and present it to the league president for investigation and, if necessary, appropriate corrective action.

Monitoring and Privacy – The board of directors, and particularly the league president, shall monitor the operational environment of the league to ensure it is free of sexual harassment. If for any reason the league president is unable to fulfill this obligation or must recuse him- or herself from the investigation of an incident, the board of directors will appoint a committee in his or her stead. It is the policy of the league that incidents of sexual harassment are investigated and processed in accordance with this directive. Further, it is league policy to take immediate action to guard against any adverse impact or reprisals against any person who uses this reporting procedure. All reports of sexual harassment will be maintained in strictest confidence.

Child Sexual Abuse Policy

Abusive sexual behavior is not limited to those actions between adults. As a recreational youth sports organization we take most seriously potential abusive sexual behavior directed at children, both those who participate in our activities and those who do not. Child sexual abuse is defined as “the exploitation of a child by an older child, teen or adult for the personal gratification of the abusive individual.” This form of abuse could involve a range of sexual activities, from touching to non-touching offenses, and may also include acts considered non-sexual, but are done for the gratification of the abuser. This might include talking to a child in a sexually explicit way, voyeurism, or exposure of genitalia to a victim and/or victim's exposure of his or her genitalia.

Stopping child abuse before it happens involves knowing who might be a child abuser and where child abuse may happen. Myths and stereotypes are abundant:

- *“Sex abusers are dirty old men.”* Not true. The average age of a sex offender is 32.
- *“Strangers are responsible for most of the sexual abuse.”* Not true again. Statistics indicate 90 percent or more of all sexual abuse cases in this country are committed by an individual familiar to the victim. 10 percent or less of all abusers are strangers.
- *“Sex abusers suffer from some form of mental illness.”* Also not true. Only about 10 percent of sex abusers have serious mental illness or

psychosis, the same amount found in the general population of the U.S.

- *“Most sex abusers are homosexual.”* False. Most are heterosexual.
- *“Children usually lie about sexual abuse, anyway.”* Definitely not true. In fact they rarely lie about being sexually abused, so if they say it, don’t ignore it.
- *“It only happens to girls.”* While females comprise the largest number of sexual abuse victims, it is now believed the number for male victims is much higher than reported.

One of the greatest obstacles in identifying sexual abuse cases is that they are frequently shrouded in secrecy. This is because often abusers scare young children into silence by saying things like, “This must be our secret”, or, “If you tell, something bad will happen to you.” Child victims are often made to feel as though they’ve brought the abuse on themselves and therefore made to feel guilty. For these reasons, victims of sexual abuse rarely disclose the victimization. Some estimate that for every abuse case reported, ten more go unreported.

It is clear that we all must be vigilant for cases of child sexual abuse. Children need to understand that it’s never their fault, and both children and adults need to know what they can do to keep it from happening.

To further decrease the possibilities of any form of child abuse occurring during league activities, Lakeland City Baseball Leagues, Inc. has the following general guidelines in place:

- Dropping off players for games or practices. We discourage parents from this practice, which could potentially leave a child unattended. We recognize there are special circumstances that could require the parent to be away from the game or practice, and strongly advise parents that when this is the case, to inform the team manager and/or Team Mom of the need to do so.
- Access – Playing and practicing as we do in large, open, outdoor public facilities, it is not easy to control access to our players. LCB’s policy is for all our approved volunteers, including board members on duty during games, to be vigilant for unknown individuals wandering through or loitering in the area, and to report any suspicious behavior to the board member on duty or local authorities.
- Use of toilet facilities – Most of our players are capable of using the restroom facilities on their own. For younger players, such as those in Tee Ball or Coach Pitch, or those requiring special assistance, such as LCB Buddy Ball players, our aim is to ensure adequate privacy for that child when using the City of Lakeland facilities and/or the handicap-accessible portable toilet. We strongly recommend an

adult, or older sibling or friend accompany these younger and/or special-needs persons to the restroom facilities.

- **Screening of Adult Volunteers** – It is the policy of Lakeland City Baseball Leagues, Inc. to screen all persons wishing to act as volunteers in our league. The policy requires any adult person who will have repeated contact with players to apply to volunteer, acknowledge and accept the policies and procedures concerning volunteering with LCB, give personal information and references, consent to background check(s) and provide the league a copy of a government-issued photo identification. Approved volunteers will be issued ID badges on an annual basis and must display their current badge when on the field of play. Any person who is a known sex-offender or with a record of arrests, guilty pleas and/or convictions for any crime(s) against a minor **will be denied** participation in the league. Lakeland City Baseball Leagues, Inc. reserves the right to prohibit any individual from participating as a volunteer for any reason regardless of previous appointments. An approved volunteer's status may be revoked at any time and his/her badge must be surrendered upon demand.

Enforcement and reporting of child abuse

Despite our best efforts to prevent child abuse it can still happen. In the unfortunate instance of a case where child abuse, or sexual abuse, is suspected and/or reported, LCB has specific steps in place that should be followed:

Reporting – Any individual suspecting a case of abuse of any sort within the league should report it immediately to law enforcement, then to any member of the board of directors or the league president as quickly as possible.

Investigating – The league president will appoint an individual or individuals with appropriate and significant professional background(s) to work together with a member or members of the board of directors to receive, investigate and act on abuse allegations. These individuals will act in a confidential manner and serve as the league's liaisons with law enforcement. League volunteers should not attempt to investigate suspected abuse on their own.

Suspending/Terminating – When an allegation of abuse is made against an approved LCB volunteer, the organization will take steps to prevent further impropriety by keeping the alleged abuser away from children in the program to the extent allowed by law. If the allegation is substantiated the league will proceed to terminate the person's volunteer status.

Immunity from liability – It is often the case that concern for potential criminal or civil liability (should a report of abuse subsequently be found to be unsubstantiated) is a deterrent to or reason for not reporting

potential abuse. Adults and children alike should not be afraid to come forward in these cases, even if they didn't have to and even if there is the possibility of being wrong. The State of Florida provides immunity from liability to those who report suspected child abuse in "good faith." At the same time, there are rules in place to protect adults who prove to have been improperly accused.

To recap the league policy on reported, or even potential, child abuse:

1. *Know what it is and know where to look.* This helps spot dangerous situations.
2. *Educate parents, players and volunteers to what it is.* The children need to know it's not their fault.
3. *Follow safety procedures.* Stay in lighted areas; don't leave children alone; use the 'buddy system'. These can keep abuse from happening in the first place.
4. *Effective volunteer screening.* We'll do our best to keep abusers out of our system.
5. *Don't be afraid to speak out.* If someone honestly feels something is wrong, laws are in place to protect them.

Concussion Policy

Concussion is a type of traumatic brain injury caused by a bump, blow or jolt to the head which causes the brain to move rapidly in the skull and can change the way the brain normally works. Concussions can also occur from a fall or blow to the body that causes the head and brain to move quickly back and forth.

Athletes who continue to participate in an athletic activity while suffering from a concussion or the symptoms from an injury to the head are at even greater risk for significant injury to the brain. Suffering another concussion before completely recovering from the first one can lead to prolonged recovery or even severe brain swelling, which can have devastating and even fatal consequences.

Although concussions are uncommon injuries in baseball, they can happen. Participation in baseball can result in serious injuries, including concussions, and the use of protective equipment does not prevent injuries in every circumstance.

It is therefore the policy of Lakeland City Baseball to:

- Promote awareness of concussions and related traumatic brain injuries through education and training.

- Distribute prior to each season educational materials regarding concussions to the parents or guardians of each player, including copies of this policy.
- Require LCB managers, coaches, umpires, general volunteers and members of its board of directors to complete the Center for Disease Control’s “Heads Up: Concussion in Youth Sports” training, which emphasizes prevention, recognition and response to a concussion.
- Require the parent or guardian of each player to sign a form acknowledging receipt of the educational materials and a printed copy of this policy.

In addition, the following steps will be taken should an LCB player sustain, or is suspected of sustaining, an injury to the head while participating in any LCB-sanctioned game, practice or event:

- He or she will be immediately removed from the game, practice or event if showing signs and symptoms of concussion, no matter how mild the injury seemed nor how quickly symptoms may have cleared.
- He or she may only return to LCB-sanctioned games or practices when a parent or guardian provides to the league a signed statement from an appropriate health care provider indicating the player is medically cleared to participate in baseball-related activities; that he or she no longer exhibits signs, symptoms or behaviors consistent with concussion or other head injury, and the date on which the player may return to participation.

Privacy Policy

Lakeland City Baseball Leagues, Inc. has policies and procedures in place to safeguard the information we collect on players and volunteers and as such, we tailor our website, social media sites and printed publications to help protect an individual’s privacy.

We collect player registration data in order to obtain appropriate information on age, residency and parental or guardianship contact information, among others. Data from our volunteers is collected so we may properly conduct background checks and enhance our awareness of who is requesting to be involved with our players. The collection of information on players and volunteers is also used to comply with the league’s insurance provisions for coverage.

Any information gathered by us through our website, player registration and volunteer application processes, or any other means, will be used for the purpose of furthering the mission of Lakeland City Baseball Leagues, Inc. We do not sell or otherwise provide any information collected to

outside companies or interests. We may, on occasion, use the information to fulfill requests or to respond to our memberships inquiries about our program. We may use this information to provide details on upcoming season registration, league events, safety information, league operations and educational materials or to request opinions through a survey.

We may be required to disclose certain information pursuant to judicial or governmental subpoenas, warrants or orders. If we are required to do so, we will obey the law. In addition, notwithstanding any term to the contrary in this Privacy Policy, we reserve the right to use or disclose this information in order to investigate, prevent or take any action regarding illegal activities, suspected fraud, situations involving potential threats to the physical safety of any person, violations of our website's Terms of Use or as otherwise required by law.

Lakeland City Baseball

Official Playing Rules & Regulations

The following pages detail the playing rules and regulations for all regular and post-season baseball activities at Lakeland City Baseball. They do not necessarily cover the rules of play in all post-season tournaments, whether sanctioned by Lakeland City Baseball or not.

While every effort has been made to cover all aspects of the game, some special and unforeseen circumstances will inevitably occur. In the absence of a rule covering a particular situation in a game, the league president, or his/her designated representative, will issue a ruling, and such ruling shall be immediate and binding. In a dispute involving an existing rule, should a manager (or an acting manager) disagree with the ruling, he/she has the option of playing the game under protest, subject to the conditions and limitations of Rule 4.19. In such cases the Protest committee will hear and resolve the protest, and its decision will be final.

Anyone may submit recommendations regarding changes to these Playing Rules in writing by November 1 of each year. Proposals may be mailed to Lakeland City Baseball Leagues, Inc., P.O. Box 2702, Lakeland, FL 33806, or sent electronically by clicking the Contact Us link on the league website, **www.lakelandcitybaseball.com**. Proposed changes will be considered by the Rules committee and are subject to approval by the board of directors of Lakeland City Baseball Leagues, Inc.

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Ball, illegal substance	3.02 , 8.02(a-c)
Ball, when called	2.00
Ball accidentally touching coach or umpire	5.08
Base on balls	2.00
Baserunner	7.00
Batboys / girls	3.17
Bats	1.10
Batted ball hits runner	7.04(a) , 7.08(f, k)
Batter	6.00
Batter refuses to take position	6.02(c)
Batting helmet	1.16
Batting order	2.00 , 3.03 , 4.04
Batting out of turn	6.07
Breakaway base dislodged	1.06
Bunt, "slash bunt"	2.00 , 6.05(n)
Called game	2.00
Casts, splints, slings	1.11(g)
Catcher ineligible to pitch	Regulation IV(a) , (e) Note 3
Catcher positioning	4.03(a)
Cleats, spikes	1.11(d)
Coaches, positioning	4.05
Collisions	7.08(a)(3)
Courtesy runner	3.04
Cups	1.17
Dead ball	2.00 , 5.09
Doubleheaders	2.00 , 3.11 , 4.13
Double-hit batted ball	6.05(g)
Dropped third strike	6.05(i) , 6.09(b) , 7.08(a)
Dugout, who can be there	3.17
Electronic equipment	3.17(b)
Ejections	4.06 , 4.07 , 4.08 , 9.05(b,c)
Fielder's choice	2.00
Force play	7.08(e)
Forfeits	2.00 , 4.15 , 4.18

Foul ball	2.00
Foul tip	2.00
Game length	4.10
Game start time	4.01(d)
Gloves	1.12-1.15
Ground rule double	6.09(e-f-g)
Hit by pitch	6.05(e) , 6.08(b)
Home run	6.09(d,h)
Illegal pitch	8.01(d,e) , 8.05
Illness, injury to player during game	4.04(b)
Infield fly	2.00 , 6.05(d,k) , 7.08(f)
Injury to player or umpire, play stops	5.10(c)
Inning run rule	5.07
Interference	2.00 , 5.08 , 7.04(c) , 7.07 , 7.09
Interference by on-field volunteer, spectator	3.15 , 3.16
Jewelry	1.11(f)
Late arriving player	4.01(d)
Mandatory play	3.03
Meeting at the plate	4.01
Obstruction, blocking the base or line	2.00 , 7.06 , 7.07
On deck batter	1.08
Overrunning first base	7.08(c, j)
Overslide	2.00
Overthrows (Tee Ball, Coach Pitch, Training League)	Special Rules
Pinch runner, "special pinch runner"	7.14
Pitch counts and rest rules	Regulation IV
Pitcher, player substitution	3.06 , 3.07 , 3.08
Pitcher, coach visits to the mound	8.06
Pitcher coming to complete stop during delivery	8.01
Pitcher delaying game	8.02(g) , 8.04
Pitcher intentionally hitting batter	8.02(h)
Pitcher may not re-enter as pitcher	3.03
Pitcher taking signs	8.01
Pitcher warm-up pitches	8.03
Pitchers, starting and replacement	3.06 , 3.08
Pivot foot	2.00
Players needed to start, continue game	4.16 , 4.17
Protests	4.19
Quick return ("quick pitch")	8.01 , 8.05(e)
Regulation games	4.10 , 4.11

Retouch	2.00 , 7.02 , 7.10(a)
Runner advancing	7.05
Runner's baseline	7.08(a)(1)
Runner does not touch home plate	7.08(k)
Runner leaving base early (Minor League)	7.13
Runner misses base	7.04(c) , 7.11(b)
Runner overrunning 1st base	7.08(c),(i) , 7.10(b)
Runner passing another	7.08(h)
Runners occupying same base	7.03
Running out of basepath, baseline	6.05(j) , 7.08(a)
Scorekeeper	2.00 , Regulation IV (f-h)
Scoring	4.09 , 4.11
Set Position	2.00 , 8.01(b)
Sliding head first	7.08(a)
Spikes, cleats	1.11(d)
Strike, when called	2.00
Strike zone	2.00
Suspended game, resumed later	2.00 , 4.10(c) , 4.12
Suspension of play	3.10
Tag	2.00
Tag-up, fly ball (see also "Retouch")	7.08(c) , 7.10(a)
Ten-run rule	4.10(e)
Throat guards	1.17
Tie game	2.00 , 4.12
Time	2.00 , 3.12 , 5.10
Umpire authority	9.01
Umpire judgment decision	9.02
Umpire positioning	9.04
Uniforms, unapproved items	1.11 , Regulation VII(h)(7-8)
Visits to the mound	8.06
Walk	6.08(a)
Who is approved to be on the field	3.15
Wild pitch	2.00
Windup Position	2.00 , 8.01(a)

OFFICIAL REGULATIONS

I – The League

(a) **The League is the unit of organization.**

1. Lakeland City Baseball Leagues, Inc. (the “League”) is the organization and is dedicated to the play and promotion of recreational youth baseball in Lakeland, Florida and surrounding communities. It consists of various age-specific leagues designed around participants ages 4 through 15, taking into consideration their varying skill levels and development needs.

(b) **The League is governed by a board of directors.**

1. Lakeland City Baseball Leagues, Inc. is a Florida-based corporation governed by a board of directors consisting of volunteers interested in overseeing the activities of the organization and the development of baseball players. Directors are voting members and as such, are elected from time to time in accordance with the bylaws of the corporation. Officers are elected by the board of directors from within its membership and include the President, League Vice President, Secretary and Treasurer.

(c) **The League shall -**

1. Establish and enforce policies on conduct and behavior, non-discrimination, sexual harassment and child sexual abuse.
2. Establish and enforce regulations on the function, governing and operation of the organization.
3. Establish and enforce rules governing the play of the game of baseball at every age-league level (see Regulation XI).
4. Publish and distribute these Lakeland City Baseball Rules, Regulations and Policies on a yearly basis.
5. Provide uniforms. As part of their registration fee, in the Spring season the league will provide all registered players a cap, shirt, belt and socks; in the Fall season the league will provide a cap and shirt. As a courtesy of the league, in both seasons the league will provide the team manager and the allotted volunteers a cap and shirt.
6. Obtain insurance. The league will acquire and maintain accident and general liability insurance covering all league participants during league-approved activities. Accident insurance coverage is secondary to the participant’s primary insurance unless none exists, in which case the league insurance becomes primary. Accident insurance coverage is limited to players, managers, coaches and umpires during league-approved activities. General liability insurance covers the league, its players, volunteers, umpires and concession workers, also during league-approved activities.

(d) **The League will require volunteer application and approval.**

1. It is the policy of Lakeland City Baseball Leagues, Inc. that as a condition of service, all adult persons who provide regular service to the league and/or have repeated contact with players or teams, including members of the board of directors, managers and coaches, Team Moms, umpires and others, must complete and submit to the league an annual application to volunteer. National and local background checks, including a search of national sex offender and criminal databases, will be performed for all applicants. The league will request an electronic copy of a government-issued photo identification from the applicant. Each approved volunteer will be issued a league identification badge which must be worn at all times on the field of play during league activities. Volunteers must re-apply, submit to background checks, provide a copy of their photo ID and be issued a badge on an annual basis.

(e) **The league will operate in a manner consistent with the organization's bylaws and governing authorities.**

1. As an organization incorporated in the State of Florida, Lakeland City Baseball Leagues, Inc. operates in accordance with the statutes of the State of Florida and in a manner consistent with the organization's bylaws. In addition, the organization is an approved tax-exempt, non-profit educational organization under the federal Internal Revenue code 501 (c)(3) and operates within the rules and guidelines of such.

II – The Teams

How teams are formed

The Player Agent will call for player candidates to register prior to each Spring and Fall season and oversee the placement of each registered player candidate on a team through a common draft pool method. Lakeland City Baseball Leagues, Inc. reserves the right to accept or reject any person for participation in league activities.

If a team loses a player

If a team loses any rostered player(s) during the current season through illness, injury or any justifiable reason (subject to approval by the Player Agent), the Player Agent shall obtain another player that meets the league age guidelines to replace the one lost. The playing ability of the child shall not be considered a justifiable reason for replacement.

If a player becomes a problem

Should a player become a disciplinary problem or repeatedly fail to show up to scheduled practices or games, the manager will alert the vice president for his/her age-level league of the issue. The vice president can choose to address the issue directly with the parent(s) of the player and notify the president and Player Agent of the actions taken, or direct the case to the president for resolution. The manager should not take punitive measures against the player without consultation and approval from his/her league vice president, the Player Agent and/or the president.

Transferring players from one team to another

In general, and to protect the integrity of the draft process, players are not allowed to transfer from one team to another within the same age-level league. In rare cases such a transfer could occur once the teams have formed, but only under the authority and direction of the Player Agent and only for justifiable cause. It is the stated goal and intention of the league that such transfers not occur.

Transferring players from one age-level league to another

Occasionally, circumstances will be such that a transfer of a player from one age-level league to another is justified. It could result from discovery that the league into which the player was drafted is substantially above or below his or her skill level, or that for safety or medical reasons such a transfer is warranted. This sort of transfer will be made solely on the authority and supervision of the Player Agent.

All teams are dissolved at the end of each season

All teams will be dissolved at the conclusion of each season and all players returned to the common draft pool.

III – The Players

Registered players

For purposes of eligibility and placement in age-appropriate leagues, players shall be identified with their “league age”, which is the age they will have attained by April 30 of each year.

- (a) Players league ages 3 and 4 are eligible to compete in Tee Ball.
- (b) Players league age 5 and 6 are eligible to compete in the Coach Pitch.
- (c) Players league ages 7 and 8 are eligible to compete in Training League.
- (d) Players league ages 9 and 10 are eligible to compete in Minor League.
- (e) Players league ages 11 and 12 are eligible to compete in Major League.
- (f) Players league ages 13 through 15 are eligible to compete in Junior League.

- (g) For players with physical and/or cognitive disabilities, those who are league age 5 and up will be eligible to play in the LCB Buddy Ball league.

Registration and tryouts

- (a) Prior to each Spring and Fall season the Player Agent will issue a call for player candidates to register via the league's online registration procedure or at the walk-up registration event(s). All children league ages 3 through 15 will be considered for registration without regard to race, color, national or ethnic origin. Once the candidate's registration has been received and accepted, he/she will be assigned to an age-appropriate league and their names placed on a list for eventual selection to a team in that league.
- (b) Players with physical and/or intellectual disabilities will be placed in LCB Buddy Ball. Registered player candidates league ages 5 and up will be considered for participation in this league.
- (c) All exceptions to age-level league assignments shall be approved by the Player Agent.
- (d) In the Spring season, registered players in Minor League, Major League and Junior League will participate in a Skills Evaluation event ("tryout") prior to being selected to a team. Parents will be notified of the tryout dates and times by mail, e-mail and/or in-person at the walk-up registration event(s). Players in LCB Buddy Ball, Tee Ball, Coach Pitch and Training League will not try out.
- (e) In the Fall season there are no tryouts.

Selection of players to teams ("drafts")

- (a) The primary purpose of the draft system is to achieve an equitable distribution of player talent across teams in a particular age-level league. To that end, Lakeland City Baseball has established a method for player selection designed for fairness and transparency.
- (b) Due to the size of the player population at LCB it is necessary to divide each age-level league into two distinct groups, or divisions, known as Orange and Tangerine. (Should a third division ever become necessary it will be known as Grapefruit.) The purpose of having smaller divisions is to provide a more competitive experience during the Spring seasons, when scores are kept. **NOTE:** Even though scores are NOT kept in LCB Buddy Ball, Tee Ball and Coach Pitch, teams in these age-level leagues are nonetheless grouped by division.
- (c) At the end of each season all teams are dissolved and all players return to a common draft pool. There are no returning players to teams.
- (d) All registered players assigned to an age-level league are listed on a "tryout" list (even though they may not try out).
- (e) The Player Agent will schedule Player Selection events (known as "drafts") for each age-level league. In them, managers of each team

- in that league will meet to select players. The Player Agent will run the drafts in accordance with established procedures and guidelines in place to ensure equity and fairness in the player selection process.
- (f) Because all players are listed on the tryout list, and because all teams from the previous season have been dissolved, every available player is eligible to be selected by any manager during the draft. **EXCEPTION:** A manager's child(ren) can only be selected by him or her, provided they are selected by the 4th or 5th round of the draft, depending on their league age(s). Other than the managers' children, **no other players are protected** and every other available player can be selected by any manager.
- (g) If a parent or guardian so chooses, they may request in writing to the Player Agent prior to the draft that their child(ren) not be placed on a team managed by a particular individual or a team that includes a particular player. No excuse is required to be given for the exclusion, however the parent or guardian may not make this request regarding more than one manager or player. Prior to the beginning of the draft the Player Agent will privately notify the manager that a player or players are not available to him or her, or in the case of a player exclusion, notify all managers that one particular player is not to be placed on a team with the other.
- (h) For Training League, Minor League, Major League and Junior League – managers, or, in the absence of the manager, a member of the board of directors appointed by the Player Agent, will gather at their appropriate draft event to select players. (Only managers or designated representatives are allowed in the draft room.) Each manager will select randomly from slips of paper in a hat his/her team number, division and draft order. Teams in the Orange and Tangerine divisions will alternate picks. The division with the first pick alternates annually. **EXAMPLE:** Orange 1 has the first pick, then Tangerine 1, Orange 2, Tangerine 2, etc. In alternate years: Tangerine 1 picks first, then Orange 1, Tangerine 2, Orange 2, etc. Managers will then announce their selection from the list of available players. Once a player has been selected, his/her name is removed from the list of available players.
- (i) To further ensure a proper distribution of talent and ability in the drafts, all teams are required to have a proper balance of ages of the players on their teams. Based on the amount of players available to select and their league ages, the Player Agent will guide each manager toward achieving an appropriate age balance during their selections.
- (j) When drafting age-level leagues with more than 8 teams the **“top to bottom method”** will be used: Beginning with the first pick, managers will select players from the tryout list and alternate between divisions based on their draft order. When every manager has picked once, the first “round” of selections will be complete. The second and succeeding rounds will be picked in that same order. Employing the

“top to bottom” method in all rounds allows for a more equitable distribution of talent in age-level leagues with larger amounts of teams.

- (k) When drafting age-level leagues with 8 teams or fewer the “**snake method**” will be used: Beginning with the first pick, managers will select players from the tryout list and alternate between divisions based on their draft order. When every manager has picked once, the first “round” of selections will be complete. The second round of selections will be in reverse order, where the team with the last pick will pick first, ending with the team with the first pick. The third round will begin with the team with the first pick, and so forth. The “snake” method is designed to allow for an equitable distribution of talent in age-level leagues with fewer of teams.

NOTE: If, in the judgment of the Player Agent, either of the assigned methods are inappropriate, alternate selection methods can be enacted at his/her discretion.

- (l) All players present at tryouts will be on the tryout list. In most seasons there are players who for various reasons are unable to attend tryouts or registered after the tryouts. Those players’ names will go into a hat. Once all players present at tryouts have been selected, managers will continue selecting the “hat-pick” players via blind draw in the same draft order until all players have been selected to a team.
- (m) Unless otherwise requested by their parents or guardians, siblings registered in the same age-level league must be selected to the same team in back-to-back rounds. This is known as the “**brother option**”.
- (n) Unless otherwise requested, children of team sponsors (“**sponsor kids**”) are identified as such on a list. No team can have more than one sponsor kid and once one is selected, no other sponsor kid is available to that manager.
- (o) Once all players have been selected, managers may arrange trades with each other. The Player Agent will authorize all trades and ensure no age imbalance is created by the trade(s). All trades must be made before managers leave the draft room (subject to the authority given the Player Agent in Regulation II).

NOTE: The “Salas Rule” is in effect for all trades. The Salas Rule dictates that traded players must have been drafted in the same round (i.e. trading a 1st round pick for a 6th round pick is NOT allowed). In rare circumstances, the Player Agent may approve exceptions to this rule. Exceptions are at the sole discretion of the Player Agent.
- (p) At the end of the draft, and after any trades are completed, each manager will receive a team roster with contact information for each player. Managers should contact the players’ parents without delay to introduce themselves, provide upcoming practice information and answer any questions that may arise.

IV – Pitchers

- (a) Any player on a regular season team may pitch. **EXCEPTION** – Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch in that game.
- (b) A pitcher once removed from the mound cannot return as pitcher. **Junior League only** – A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- (c) The manager must remove the pitcher when he/she reaches the limit for their age group as noted below, but he/she may remain in the game at another position.

Protection of pitchers' arms

Overuse of pitchers' arms and the resulting risk of injury is of great concern. To minimize the risk of injury, Lakeland City Baseball has rules in place to limit the amount of pitches a player can throw before requiring him/her to rest their arm.

- (d) **Maximum pitches:** In the **Spring season** pitchers cannot exceed a certain amount of pitches thrown per game. How many pitches can be thrown is based on the league age of the player:

League age	Maximum pitches per game
13-15	95
11-12	85
9-10	75
7-8	50

In the **Fall season** a pitcher in all leagues (Minor, Major and Junior leagues) is limited to pitching 2 innings per game. One pitch is considered an inning. This is for the Fall season only to encourage managers to pitch as many players as possible.

EXCEPTION – If a pitcher reaches the maximum pitches per game while facing a batter, the pitcher may continue to pitch until, 1) the batter reaches base, 2) that batter is put out, or 3) the third out is made to complete the half-inning.

NOTE: If a player is “playing down” an age group he/she can only pitch the maximum pitches allowed for the defined ages of the group in which he/she is playing (see chart above). **EXAMPLE:** A player who is league age 11 playing down to Minor League cannot exceed the maximum pitches in a game of a player who is league age 10 (75 pitches).

NOTE: In Junior League, a league-age 15 year old may only pitch a maximum of two innings per game and each team is limited to a maximum of two 15 year old pitchers per game.

- (e) **Rest rules:** Rest rules are intended to complement the maximum pitch count rule and serve to control how often a pitcher can throw. The rules require that a pitcher rest a certain number of calendar days before he/she can pitch again, depending on how many pitches were thrown in a game by that player.

Pitches thrown in a game	Required rest
66 or more	4 calendar days
51-65	3 calendar days
36-50	2 calendar days
21-35	1 calendar day
1-20	no (0) calendar days

NOTE 1 – The calendar day count does not include the day of the game just played nor the day of the upcoming game. It refers to the days between games and does include Sundays.

NOTE 2 – A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that game.

NOTE 3 – Any player who played the position of catcher four or more innings in a game is not eligible to pitch in that game. One or more pitches received at the catcher position constitutes having caught an inning.

- (f) The league scorekeeper is the official pitch count recorder.
- (g) The league scorekeeper must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
- (h) The league scorekeeper should inform the umpire-in-chief when a pitcher is approaching, or has reached, his/her maximum pitch count in a game. The umpire-in-chief will inform the manager and the pitcher must be removed from the position accordingly. However, the failure of the league scorekeeper to inform the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his or her responsibility to remove a pitcher when that pitcher is no longer eligible.
- (i) Pitches delivered in regulation tied games or suspended games shall be charged against the pitcher's eligibility.
- (j) Violation of any section of this regulation can result in a protest of the game in which it occurs. The protest shall be made in accordance with Rule 4.19.

NOTE 1 – The withdrawal of an ineligible pitcher before that player has pitched a ball to a batter shall not be considered a violation. To

prevent a protest situation, managers and/or league officials should identify the potential offender immediately and take steps to remove him or her as pitcher.

V – Game Schedules

The league will create practice game and regular season game schedules prior to the beginning of each Spring and Fall season. Typically, in the regular season, each team will play two games per week. Quantity of teams, division play and availability of fields are all factors that could influence game schedules. Game schedules will be posted on the league website and are subject to change at any time.

VI – Standings

Standings will be kept in Training through Junior Leagues for regular season games, and only in the Spring seasons. The standings will reflect the ranking of each team within its respective division (Orange or Tangerine) based on their wins, losses and tie games. At the end of each regular Spring season, the final order of finish in the standings will serve to not only determine the division winner, but also to seed the first round of games in the LCB Tournaments.

Based on its record of wins, losses and ties, a “winning percentage” (PCT) is automatically calculated for each team during the Spring season as the game scores are entered. All games played, whether they be against division or non-division opponents, count for the purposes of the winning percentage. The formula used is “total games won divided by total games played”. A game that finishes in a tie is considered a ½ game win and a ½ game loss for each team.

VII – Conduct

- (a) Managers, coaches, assistant coaches, umpires, players, parents, spectators and fans should be examples of good conduct, integrity and sportsmanship at all times.
- (b) They shall not use inappropriate language or gestures, and must project a positive and professional image at all times.
- (c) Any manager, coach, assistant coach or team helper who engages in verbal abuse of his/her players, opposing team members, spectators, umpires or league officials shall be subject to disciplinary action and risks his/her ability to participate in the program.

- (d) Members of one team shall not call by name, “ride”, kid, heckle, poke fun at or act in any manner that in the judgment of the umpire distracts the opposing team members.
- (e) The consumption of alcohol or illegal drugs by managers, coaches, Team Moms, umpires, members of the board of directors, concession workers, scorekeepers, other approved volunteers or any other person directly associated with the league while that person has care of, influence or authority over, or in the capacity of service to any player, or acting as a representative of the organization during league-approved activities is subject to revocation of their volunteer status and dismissal.
- (f) Any manager, coach, player or spectator who engages in any behavior or activity which, in the judgment of the umpire, constitutes unsportsmanlike conduct, may be **EJECTED** from the game.
 - 1. Any individual so ejected must proceed to a parking area of the park complex, remain there until the conclusion of the game and have no communication whatsoever with any persons at the game site.
 - 2. An individual who continues to act in an unsportsmanlike manner after being ejected from a game, or any spectator who acts in a similar fashion, may be directed to leave the park complex entirely by the umpire, league officials or the appropriate civil authorities.
 - 3. Any manager or coach ejected from a game is suspended for his/her team’s next physically played game and may not be present at the game site at which that next game is played, including the parking areas.
 - 4. The league president and the board of directors reserve the right to bring disciplinary action upon a manager or coach for failure to follow the league’s rules, regulations and policies and pertinent codes of conduct.
- (g) Unsportsmanlike conduct shall include, but not be limited to, the following:
 - 1. Verbal abuse or harassment of any opposing manager, coach, umpire or player;
 - 2. Use of alcohol or illegal drugs at any LCB game site and/or during league-approved activities;
 - 3. Use of any tobacco product, including spit tobacco, by a manager or coach in any area of the park complex(es) not approved for tobacco use by ordinance of the City of Lakeland during league-approved activities;
 - 4. The throwing of bats, helmets or any other equipment;
 - 5. More than one team representative on the playing field during any discussion with the umpire.
- (h) The following rules of conduct shall be observed:

1. Standing on dugout benches or sitting on bench backrests by players is not permitted.
2. Harassing or distracting the opposing team is not permitted.
3. Noisemakers on the field of play, in the dugouts or in the stands during games are not permitted.
4. Food shall not be taken into the dugout during games.
5. All equipment shall be kept inside the dugout during the game including gloves, helmets, caps, jackets and bags. Such articles may be hung on the inside of the dugout fence.
6. Bats are permitted to be placed on the bat racks installed on the outside of the dugout fence. **Major/Junior League only:** Batting donuts are permitted in the on-deck area.
7. Talking to spectators outside the field area by umpires, managers, coaches or players during the game is discouraged.
8. Uniforms are to be kept clean. No cutting or alterations are permitted. All caps must be the same.
9. For safety reasons players' names may not be applied to their jerseys during the regular season and LCB Tournament play.

VIII – Managers and coaches

- (a) The team manager and coaches are the individuals responsible for the direction and guidance of a specific team.
- (b) In order to be considered for any manager or coach position, he/she must submit an application to volunteer through the league website.
- (c) Prior to the start of each season the vice presidents of each age-level league shall submit to the president a list of recommended team manager candidates. **Major/Junior League only:** To be considered as a manager an individual must have at least one (1) year experience as a manager or coach on a league team. This requirement may be waived by the board of directors in the event an insufficient number of applicants are available.
- (d) After review, the president will then present his/her list of manager candidates to the board of directors for approval. Apart from the president's list of manager candidates, any other person's name may be submitted by any member of the board of directors for consideration as manager. The board of directors has the final determination on the approval or rejection of a manager candidate.
- (e) Once their teams are formed, managers shall identify and appoint the allotted number of assistant coaches to their team as well as their Team Mom(s). The president has authority to reject the appointment of a person as an assistant coach or Team Mom.

Manager and coaches' responsibilities

Managers and coaches should -

- (a) Give the highest priority to ensuring the health and safety of every child.
- (b) Progressively develop ALL team players in the sport of baseball emphasizing sportsmanship, team spirit and the gratification gained by doing their best.
- (c) Not engage in the practice of singling out any player as "not so good" and provide all team players the opportunity to learn and participate during practices and games.
- (d) Use their best judgment when considering giving rides to and from the park complexes to players who are not their own children.

NOTE 1: In the event of an accident or other unfortunate circumstance involving transportation, the league's insurance does not provide coverage.

NOTE 2: NO PERSON, including any LCB player, should be transported in the bed of a pickup truck regardless of the circumstance, even within the parking areas of the park complexes.

- (e) Direct and control all team members, including coaches and other persons assisting the team, and team supporters in the stands and other areas during practices and games. This includes compliance with the rules, regulations and policies of LCB, codes of conduct and ethics of sportsmanship.
- (f) Read and become familiar with the rules, regulations and policies of Lakeland City Baseball contained herein, particularly those pertinent to his/her team's play.
- (g) Ensure the proper use, upkeep and return of league-issued equipment.
- (h) Provide assistance in obtaining sponsors, materials and volunteers for the program.
- (i) Recruit a Team Mom.
- (j) Report and be responsible to their league vice president.
- (k) Report all significant injuries to the league Safety Officer within twenty-four (24) hours of the injury. An injury report should be completed and retained by the Safety Office for disposition and follow-up.

IX – Practice and Pre-Game Warmups

On game nights, no practice, whether batting or fielding, will be permitted on infields that have been chalked and lined for a scheduled game, even by teams participating in those scheduled games. No pitching from the mound will be allowed prior to the starting pitcher's warm-up pitches leading up to game time.

X – Fields and Equipment

- (a) Each team shall occupy their respective home or visitor dugout as displayed on the scoreboard. Each team shall be responsible for their equipment and cleaning the dugout area after each game.
- (b) **Training League:** The home team is responsible for setting up the pitching machine prior to start of the game and returning it to the equipment room at the conclusion of the game.

XI – LCB Tournaments

At the conclusion of each Spring regular season Lakeland City Baseball will hold a post-season tournament for all Training, Minor, Major and Junior League teams.

- (a) The tournament format for each age-level league will be determined by the Tournament Director and approved by the board of directors.
- (b) Seeding for the initial rounds of the tournaments will be based on regular season team records.
- (c) In the event of a tie in the final regular season standings, the following will be used, in order, as tiebreakers:
 - 1. Head-to-head competition;
 - 2. Total runs scored in head-to-head competition;
 - 3. Team-to-team record within the respective division starting with the highest placed team;
 - 4. Coin toss.
- (d) The LCB Tournaments will be played in accordance with the regular season rules, regulations and policies contained herein. Additional rules and guidelines specific to LCB Tournament play are found in the LCB Tournament section elsewhere in this book.

XII – Playing rules

All games shall be governed by the Lakeland City Baseball Rules, Regulations and Policies.

- (a) Prior to each Spring season the Rules committee shall conduct a review of the playing rules for the purpose of amending or updating the same.
- (b) Any person wishing to submit a proposal for changes to the playing rules may do so in writing by November 1 of each year.
- (c) Proposed changes will be reviewed for relevancy by the Rules committee and, if approved by the committee for further consideration, be submitted to the board of directors for final

approval. Rule changes will be published within this book or inserted as an addendum.

OFFICIAL PLAYING RULES

1.00 – OBJECTIVES OF THE GAME

1.01 – Baseball at Lakeland City Baseball is a game between two teams of nine or more players, each under the direction of a manager and rostered assistant coaches, played on a regulation field in accordance with these rules, under the jurisdiction of one or more umpires unless otherwise indicated.

1.02 – The objective of each team is to win by scoring more runs than the opponent.

Note 1: Score will not be kept in LCB Buddy Ball, Tee Ball or Coach Pitch leagues.

Note 2: Score will not be kept in any age-level league in the Fall season.

1.03 – The winner of the game shall be that team which shall have scored, in accordance with these rules, the greater number of runs at the conclusion of a regulation game.

1.04 – The playing field shall be laid out according to standard measurements. The infield dimensions shall be as follows:

- (a) For Tee Ball through Minor League the infield shall be a 60 ft square.
- (b) For Major League the infield shall be a 70 ft square.
- (c) For Junior League the infield shall be a 90 ft square.

The catcher's box, batter's box, base coaches' boxes and runner's lane shall be laid out according to standard measurements.

1.05 – A standard, white rubber home plate shall be set in the ground level with the surface. The black beveled edge is not considered part of home plate.

1.06 – First, second and third bases shall be breakaway bases appropriately secured to the ground. **NOTE:** If a base is **dislodged** from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, that runner touches or occupies the dislodged bag or the point marked by the original location of the dislodged bag.

1.07 – The pitcher's plate shall be set in the ground so that the distance between the front side of the pitcher's plate and the rear point of home plate shall be as follows:

- (a) For Tee Ball through Minor League the distance shall be 46 ft.
- (b) For Major League the distance shall be 50 ft.
- (c) For Junior League the distance shall be 60 ft.

1.08 – The fields will have benches for each team protected by wire mesh. The following rules apply for **on-deck batters**:

- (a) On-deck batters are not be permitted in Tee Ball, Coach Pitch, Training or Minor Leagues.

- (b) On-deck batters are permitted in Major and Junior Leagues.
- (c) Only the first batter of each half-inning will be permitted outside the dugout in Tee Ball, Coach Pitch, Training and Minor Leagues.

1.09 – The ball used must meet LCB specifications.

- (a) LCB Buddy Ball, Tee Ball and Coach Pitch will use a Reduced Injury Factor (RIF) ball.
- (b) Training, Minor, Major and Junior Leagues will use standard baseballs.

The league will supply all game balls.

1.10 –Bats approved for play at Lakeland City Baseball must bear the ‘USA BASEBALL’ stamp. Junior League players may also use bats that are BBCor 0.50 Certified. Wood bats of all kinds are allowed for all Divisions. NOTE: The ‘USA Baseball’ stamp is NOT the same as the ‘USSSA Baseball’ stamp. USSSA stamped bats are not approved for play in any age division.

1.11 – All players on a team shall wear numbered **uniforms** identical in color, trim and style.

- (a) Any part of the pitcher’s undershirt or tee-shirt exposed to view shall be of a solid color. A pitcher shall not wear any items on his or her hands, wrists or arms which may be distracting to the batter. White long sleeve shirts are not permitted to be worn by pitchers.
- (b) No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball.
- (c) Glass buttons and polished metal shall not be used on a uniform.
- (d) In Major League and below, shoes with metal **spikes** or **cleats** are not permitted. In Junior League, metal spikes or cleats are permitted.
- (e) Managers and coaches are permitted to wear team uniform shirts, caps and conventional baseball pants. Managers and coaches are not permitted to wear shoes with metal spikes or cleats.
- (f) Players must not wear watches, rings, pins, earrings, necklaces, jewelry or other metallic items. **EXCEPTION:** Jewelry that alerts medical personnel to a specific condition is allowed.
- (g) **Casts**, splints and slings may not be worn during games by players or umpires. Persons wearing such items, including managers and coaches, must remain in the dugout during games.

1.12 – The catcher must wear a catcher’s mitt of any shape, size or weight consistent with protecting the hand. **EXCEPTION:** Catchers in LCB Buddy Ball, Tee Ball and Coach Pitch are not required to wear a catcher’s mitt.

1.13 – The first baseman can wear a glove, or mitt, of any weight and size.

1.14 – Each defensive player, other than the catcher and first baseman, must wear a glove of any weight and size.

1.15 – The pitcher’s glove:

- (a) The pitcher’s glove may not, exclusive of the piping, be white or light gray, nor, in the judgment of the umpire, be distracting in any manner.
- (b) No pitcher shall attach to the glove any foreign material of a color different from the glove. The pitcher may wear a batting glove on the non-pitching hand under the pitcher’s glove provided the batting glove is not white, gray or optic yellow.
- (c) No pitcher shall wear sweat bands on his or her wrists.

1.16 – Use of a **batting helmet** is mandatory for the batter, all runners and base coaches who are minors. Use of a helmet by adult base coaches is optional.

1.17 – Athletic supporters, **cups**, chest protectors and dangling **throat guards**:

- (a) All male players are encouraged to wear athletic supporters.
- (b) Male catchers must wear a metal, fiber or plastic cup.
- (c) For Major League and below, male catchers must wear a long-model chest protector with a groin-area flap; female catchers can wear either long- or short-model chest protectors. For Junior League, all catchers can wear either long- or short-model chest protectors.
- (d) All catchers must wear a chest protector with a neck collar, shin guards and a catcher’s helmet with a wire face mask. Hockey-style catcher’s helmets are permitted.
- (e) During practice, pitcher warm-ups and games **all catchers must use a dangling throat guard** on their catcher’s helmets, even when using a hockey-style catcher’s helmet.

2.00 – DEFINITION OF TERMS

An **APPEAL** is an act of a fielder in claiming a violation of the rules by the offensive team.

A **BALK** is an illegal act by the pitcher with a runner or runners on base entitling all runners to advance one base. (Applies to Major and Junior League only.)

A **BALL** is a pitch which does not enter the strike zone in flight and is not struck at by the batter. (**NOTE:** If the pitch touches the ground and bounces through the strike zone it is a “ball.” If such a pitch touches the batter, the batter shall be awarded first base. If the batter swings at such a pitch and misses, it is a “strike”. **Major/Junior League:** If a batter swings and misses at a bounced pitch after two strikes, it cannot be caught for purposes of the “dropped third-strike” rules. If the batter hits such a pitch, it shall be the same as if the batter hit the ball in flight.).

A **BASE** is one of four points which must be touched by a runner in order to score a run. They are comprised of three canvas or rubber bases and one hard-rubber home plate.

A **BASE COACH** is a team member in uniform or an adult manager or coach who is stationed in the base coach’s box at first and/or third base to direct the batter and runners. They are subject to restrictions listed in Rule 4.05.

A **BASE ON BALLS** (also called a “walk”) is an award of first base granted to batters who, during their time at bat, receive four pitches outside the strike zone.

A **BATTER** is an offensive player who takes a position in the batter’s box.

BATTER-RUNNER is a term that identifies the offensive player who has just finished a time at bat and until that player is put out or until the play on which that player becomes a runner ends.

The **BATTER’S BOX** is the area within which the batter must stand during a time at bat.

The **BATTING ORDER** is the list of current defensive players in the order in which they are to bat. In LCB Buddy Ball and all age-level leagues except Junior League, the batting order shall contain the entire roster of players who will bat in a continuous batting order. In Junior League the batting order will contain the entire roster of players listed in two groups: starters and substitutes.

BENCH or **DUGOUT** is the seating facilities reserved for players, managers and coaches. **BATBOYS OR GIRLS** are not allowed.

A **BUNT** is a batted ball not swung at, but intentionally met with the bat and tapped slowly. The mere holding of the bat in the strike zone is not an attempted bunt. Batters are not permitted to take a half-swing. If the umpire feels the batter is taking a half-swing, the batter may be called back to swing again. Fake bunts, where a batter feigns a bunt but draws the bat back and does not swing, are allowed. However, once a batter fakes a bunt he/she may not return to a regular batting stance and

attempt to hit the ball, an action known as a “slash bunt”. See rule 6.05(n) for penalties.

A **CALLED GAME** is one in which, for any reason, the umpire-in-chief terminates play.

A **CATCH** is the act of a fielder getting secure possession in the hand or glove of a ball in flight and firmly holding it before it touches the ground, providing such fielder does not use his/her cap, pocket or any other part of the uniform in getting possession. It is not a catch, however, if simultaneously or immediately following contact with the ball, the fielder collides with a player, or with a wall, or if that fielder falls down, and as a result of such a collision or falling, drops the ball. It is not a catch if a fielder touches a fly ball which then hits a member of the offensive team or an umpire and is then caught by another defensive player. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be considered as having been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove complete control of the ball and that release of the ball is voluntary and intentional. A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground. Runners may leave their bases the instant the first fielder touches the ball.

The **CATCHER** is the fielder who takes the position back of the home base.

The **CATCHER’S BOX** is that area within which the catcher shall stand until the pitcher delivers the ball. (See Rule 4.03)

A **COACH** is an adult appointed to perform such duties as the manager may designate. **NOTE:** If two coaches are appointed, the second coach may be age 16 or older.

A **DEAD BALL** is a ball out of play because of a legally created temporary suspension of play.

The **DEFENSE** (or **DEFENSIVE**) team is the team, or any player of the team, in the field.

A **DOUBLE HEADER** is two regularly scheduled or rescheduled games, played by the same team(s) on the same day.

A **DOUBLE PLAY** is a play by the defense in which two offensive players are put out as a result of a continuous action, providing there is no error between putouts.

DUGOUT (see definition of “BENCH”)

A **FAIR BALL** is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, which on or over fair territory touches the person or an umpire or player, or that, which over fair territory, passes out of the playing field in flight. **NOTE:** A fair fly shall be adjudged according to the relative position of the ball and the foul line,

including the foul pole, and not as to whether the fielder is on fair or foul territory at the time such fielder touches the ball.

FAIR TERRITORY is that part of the playing field within, and including, the first base and third base lines, from home base to the bottom of the playing field fence and perpendicularly upwards. Home plate, first base and third base and all foul lines are in fair territory.

A **FIELDER** is any defensive player.

FIELDER'S CHOICE is the act of a fielder who handles a fair grounder and, instead of throwing it to first base to put out the batter-runner, throws to another base in an attempt to put out a preceding runner.

A **FLY BALL** is a batted ball that goes high in the air in flight.

A **FORCE PLAY** is a play in which a runner legally loses the right to occupy a base by reason of the batter becoming a runner.

A **FORFEITED GAME** is a game declared ended by the umpire-in-chief in favor of the offended team by the score of 6-0 (7-0 for Junior League) for violation of the rules.

A **FOUL BALL** is a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that while on or over foul territory touches the person of an umpire or player, or any object foreign to the natural ground.

NOTE 1: A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time that fielder touches the ball.

NOTE 2: In Tee Ball and Coach Pitch the ball is foul if it travels less than 15 feet in fair territory from home plate. The ball is also foul if the batter hits the tee with the bat.

FOUL TERRITORY is that part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.

A **FOUL TIP** is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand. A foul tip can only be caught by the catcher.

A **GROUND BALL** is a batted ball that rolls or bounces close to the ground. The **HOME TEAM** is the team which takes the field first at the start of the game.

An **ILLEGAL PITCH** is, (1) a pitch delivered to the batter when the pitcher does not have the pivot foot in contact with the pitcher's plate; (2) a quick return pitch, or any other act meeting the criteria established in Rule 8.05. In Major and Junior League an illegal pitch with runners on base is a balk. (See also "Pitch"). In Minor League there is no penalty for an illegal pitch. Any illegal pitch thrown is counted for pitch count purposes.

An **ILLEGALLY BATTED BALL** is one hit by the batter with one or both feet on the ground entirely outside the batter's box.

INELIGIBLE PITCHER – Applies to violations of Regulation IV. (See also Rule 4.19.)

The **INFIELD** is that portion of the field in fair territory which includes areas normally covered by infielders.

An **INFIELD FLY** is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort when first and second, or first, second and third bases are occupied, and before two are out. The pitcher, catcher and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of this rule.

NOTE 1: When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare “Infield Fly” for the benefit of the runners. If the ball is near the baseline, the umpire shall declare “Infield Fly if Fair”.

NOTE 2: The ball is alive and runners may advance at the risk of that ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

NOTE 3: If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul and remains foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline and bounces fair before passing first or third base, it is an Infield Fly.

NOTE 4: The Infield Fly Rule does not apply in Tee Ball or Coach Pitch.

IN FLIGHT describes a batted, thrown or pitched ball which has not yet touched the ground or some object other than a fielder. If the pitch touches the ground and **bounces through the strike zone** without being struck at by the batter, it is a “ball.” If such a pitch touches the batter, that batter shall be awarded first base. In Junior League, if the batter swings at such a pitch after two strikes, the ball cannot be caught for the purpose of Rule 6.05(b). If the batter hits such a pitch, the ensuing action shall be the same as if the ball was hit in flight.

IN JEOPARDY is a term indicating the ball is in play and an offensive player may be put out.

An **INNING** is that portion of a game within which the teams alternate on offense and defense and in which there are three putouts for each team.

NOTE 1: Each team’s at-bat is a half-inning. It will be held that an inning starts the moment the third out is made completing the preceding inning.

NOTE 2: In Tee Ball and Coach Pitch, managers may elect to bat through the order regardless of how many runs are scored. Each team’s time at bat is a half-inning.

NOTE 3: In Tee Ball, Coach Pitch, Training and Minor League a five-run limit is imposed, which would complete the half-inning.

INTERFERENCE

(a) Offensive interference is an act by a member of the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter,

batter-runner of a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules.

- (b) Defensive interference is an act by a fielder which hinders or prevents a batter from hitting a pitch.
- (c) Umpire's interference occurs, (1) when an umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base, or, (2) when a fair ball touches an umpire in fair territory before passing a fielder.
- (d) Spectator interference occurs when a spectator reaches out of the stands or goes on the playing field and touches a live ball.

On any interference the ball is dead.

The **LEAGUE** is a group of teams who play each other in a schedule under these rules.

LEGAL (or **LEGALLY**) means in accordance with these rules.

A **LINE DRIVE** is a batted ball that goes sharp and direct from the bat to a fielder without touching the ground.

A **LIVE BALL** is a ball which is in play.

The **MANAGER** is an adult approved by the board of directors to be responsible for a team's actions on the field, and to represent that team in communications with the umpire(s) and the opposing team.

- (a) The manager shall always be responsible for the team's conduct, observance of the official rules, regulations and policies, and deference to the umpire(s).
- (b) If a manager leaves the field, that manager shall designate an adult coach as a substitute and such substitute manager shall have the duties, rights and responsibilities of the manager. If no adult coach is available, the umpire-in-chief shall designate a temporary adult manager. If no adult is available, the game or team activities shall be terminated. (See Rule 4.16.)

"NO PITCH" applies only to Training League and is a pitch delivered wildly from a pitching machine that, in the sole opinion of the umpire, is deemed unreasonable to be hit around the defined strike zone.

OBSTRUCTION is the act of a fielder who, while not in possession of the ball, impedes the progress of any runner. A fake tag is considered obstruction. **NOTE:** Obstruction shall be called on a defensive player who blocks off, or shields, a base, base line or home plate from a base runner while not in possession of the ball. (See Rules 7.06 and 7.07.)

OFFENSE is the team, or any player of the team, at bat.

OFFICIAL RULES. The rules contained in this book.

OFFICIAL SCORER. The person designated by the league to track the game score, balls and strikes and pitch counts where applicable. The official scorer shall keep a physical or electronic scorebook for every regular season and tournament game which will be considered the official record of that game. (See also **"SCOREKEEPER"**.)

An **OUT** is one of three required retirements of an offensive team during its time at bat.

The **OUTFIELD** is that portion of the field in fair territory which is normally covered by outfielders.

An **OUTFIELDER** is a fielder who occupies a position in the outfield, which is the area of the playing field most distant from home base.

OVERSLIDE (or **OVERSLIDING**) is the act of an offensive player when the slide to a base, other than when advancing from home to first base, is with such momentum that the player loses contact with the base.

A **PENALTY** is the application of these rules following an illegal act.

The **PERSON** of a player or an umpire is any part of the body, clothing or equipment.

A **PITCH** is a ball delivered to the batter by the pitcher. **NOTE:** For the purpose of maintaining a pitch count, an illegal pitch shall count as one pitch.

A **PITCHER** is the fielder designated to deliver the pitch to the batter.

The pitcher's **PIVOT FOOT** is that foot which is in contact with the pitcher's plate as the pitch is delivered.

"PLAY" is the umpire's order to start the game or to resume action following any dead ball.

A **QUICK RETURN** (or **"QUICK PITCH"**) is a pitch made with obvious intent to catch a batter off balance. It is an illegal pitch. (See Rule 8.05(e).)

REGULATION GAME. See Rules 4.10 and 4.11.

A **RETOUCH** is the act of a runner returning to a base as legally required.

A **RUN** (or **SCORE**) is the score made by an offensive player who advances from batter to runner and touches first, second, third and home bases in that order.

A **RUNDOWN** is the act of the defense in an attempt to put out a runner between bases.

"SAFE" is a declaration by the umpire that a runner is entitled to the base for which that runner was trying.

The **SCOREKEEPER** is the person designated by the league to track the game score, balls and strikes and pitch counts where applicable. The official scorer shall keep a physical or electronic scorebook for every regular season and tournament game which will be considered the official record of that game. (See also **"OFFICIAL SCORER"**.)

SET POSITION is one of the two legal pitching positions. (See Rule 8.01.)

STRIKE is a legal pitch which meets any of these conditions –

- (a) is struck at by the batter and is missed;
- (b) is not struck at, if any part of the ball passes through any part of the strike zone;
- (c) is fouled by the batter when there are less than two strikes;
- (d) is bunted foul (batter is out and ball is dead, if the batter bunts foul on the third strike);
- (e) touches the batter's person as the batter strikes at it (dead ball);
- (f) touches the batter in flight in the strike zone; or

(g) becomes a foul tip (ball is live and in play).

The **STRIKE ZONE** is that space over home plate which is between the batter's armpits and the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

A **SUSPENDED GAME** is a called game which is to be completed at a later date.

A **TAG** is the action of a fielder in touching a base with the body while holding the ball securely and firmly in the hand or glove, or touching a runner with the ball or with the hand or glove holding the ball while holding the ball securely and firmly in the hand or glove.

A **THROW** is the act of propelling the ball with the hand and arm to a given objective and is to be always distinguished from a pitch.

A **TIE GAME** is a regulation game which is called when each team has the same number of runs.

"**TIME**" is the announcement by the umpire of a legal interruption of play, during which the ball is dead.

TOUCH. To touch a player or umpire is to touch any part of the player or umpire's body, clothing or equipment.

A **TRIPLE PLAY** is a play by the defense in which three offensive players are put out as a result of continuous action.

UMPIRE-IN-CHIEF is the lead umpire in a crew, usually the plate umpire.

A **WILD PITCH** is one so high, so low or wide of the plate that it cannot be handled with ordinary effort by the catcher.

WIND-UP POSITION is one of the two legal pitching positions. (See Rule 8.01.)

3.00 – GAME PRELIMINARIES

3.01 – Before the game begins the umpire shall –

- (a) Require strict observance of all rules governing team personnel, implements of play and equipment of players.
- (b) Be sure that all field playing lines are marked in a manner easily distinguishable from the ground or grass.
- (c) Receive from the league a supply of baseballs that meet LCB specifications and standards. The umpire shall be the sole judge of the fitness of the baseballs used in the game.

3.02 – No player shall intentionally discolor or damage the ball by rubbing it with any **foreign substance** with intent to abnormally alter the flight or performance of the ball. **PENALTY:** The umpire shall demand the ball and remove the offender from the pitching position. In case the umpire cannot locate the offender, and if the pitcher delivers such altered ball to the batter, the pitcher shall be removed from the pitching position at once.

3.03 – **Batting order**, substitutions and **mandatory play** requirements –

Tee Ball Coach Pitch Training League	Offense: Continuous batting order, therefore no batting lineup substitutions. Defense: All players must sit out one inning before any player can sit out a second time.
Minor League	Offense: Spring season - Continuous batting order, therefore no batting lineup substitutions. Fall season – Bat the entire order or 3 outs whichever occurs first. Defense: All players must sit out one inning before any player can sit out a second time. Pitchers, once removed from the mound, may not return as pitchers.
Major League	Offense: Spring season - Continuous batting order, therefore no batting lineup substitutions. Fall season – Bat the entire order or 3 outs whichever occurs first. Defense: No player shall sit out consecutive innings. Pitchers, once removed from the mound, may not return as pitchers.
Junior League	Offense: Spring season - Continuous batting order, therefore no batting lineup substitutions. Fall season – Bat the entire order or 3 outs whichever occurs first. Defense: No player shall sit out consecutive innings. Pitchers, once removed from the mound, may not return as pitchers.

3.04 – Courtesy runners –

In an effort to speed up the game, a **courtesy runner** for a catcher who gets on base is permitted in Training League and higher subject to the following conditions:

- (a) Should the player currently in the game as catcher get on base as a result of his/her at-bat, a courtesy runner may come in to run for them.
- (b) To be considered as a catcher, a player must have received at least one pitch in the catcher position in that game.
- (c) The courtesy runner must be the player who made the out immediately prior to the catcher's at-bat. **NOTE:** If the catcher is the first batter in the inning, the courtesy runner will be the player who made the last out in the previous inning. If the catcher is the first batter in the lineup and gets on base as the first batter of the game, the last batter in the lineup shall be the courtesy runner.
- (d) When the catcher comes to bat, the courtesy runner should be on the bench with a helmet on, prepared to immediately substitute for the catcher should he/she get on base.
- (e) A catcher substituted by a courtesy runner shall return to the dugout and prepare to promptly enter the game in full gear when his/her team takes the field.

NOTE 1: Courtesy runners are not permitted in Tee Ball and Coach Pitch.

NOTE 2: Junior League only: Both this courtesy runner for the catcher AND the special pinch-runner (see Rule 7.14) are permissible.

3.05 – Starting and replacement pitchers –

- (a) The pitcher named in the starting lineup shall pitch to the first batter, or any substitute batter, until such batter is put out or reaches base safely.
- (b) The manager may replace the starting pitcher at any time prior to, or when he/she reaches their maximum daily pitch limit. The replacement pitcher shall pitch to the batter then at bat and also be subject to the maximum daily pitch limits.
- (c) If any pitcher sustains an injury or illness which, in the judgment of the manager and/or the umpire-in-chief, incapacitates him/her from further play as a pitcher, a substitute pitcher shall replace him/her and pitch to the batter then at bat.
- (d) Replacement Pitchers are entitled to eight (8) warm up pitches from the mound upon entering the game.

3.06 – The manager shall immediately notify the umpire-in-chief of any **pitcher substitution**, then proceed to notify the officer scorekeeper in a clear and audible fashion, ensuring acknowledgement from the scorekeeper. This is to ensure the pitcher substitution is properly

recorded in the scorebook and to avoid conflicts when determining a pitcher's eligibility for the team's next game.

NOTE: Because of the continuous batting order requirement, pitcher substitution shall not affect the batter order in any league.

3.07 – The umpire-in-chief, after having been notified, shall announce or confirm each substitution as follows:

- (a) In Minor, Major and Junior League the umpire-in-chief will notify the manager of the team on offense of a pitching substitution and confirm with the official scorekeeper that the manager of the team on defense has advised of the pitching substitution.

3.08 – Failure to announce substitute players –

- (a) In Minor, Major and Junior League, if no announcement of a substitute pitcher is made, the substitute shall be considered as having entered the game when he/she takes a position on the pitcher's plate and throws one warm-up pitch to the catcher.
- (b) Any play made by, or on, any of the above-mentioned unannounced substitutes shall be legal.

3.09 – Players, managers and coaches of the participating teams shall not address or mingle with spectators, nor sit in the stands during a game in which they are engaged. Managers and coaches may leave the dugout or field of play to warm up a pitcher or observe a pitcher being warmed up.

3.10 – Fitness of the playing field and suspension of play –

- (a) The managers of both teams shall agree on the fitness of the playing field prior to the start of the game. In the event the two managers cannot agree, the board member on duty shall make the final determination.
- (b) Once the game has started, the umpire-in-chief shall be the sole judge as to whether and when play shall be suspended because of unsuitable weather conditions or the unfit condition of the playing field, and when play should be resumed. Said umpire may continue the suspension as long as there is any chance to resume play, subject to the league's curfew limitations. If, after 30 minutes of play being suspended, he/she determines there is no chance of resuming play, the game will be called.
- (c) The decision by the umpire-in-chief to suspend or resume play, or to call the game shall be made in consultation with the board member on duty, if present, who will assist the umpire-in-chief with the decision utilizing a lightning detector, if available, or other electronic means.

3.11 – Doubleheaders

No team in Tee Ball, Coach Pitch, Training or Minor League shall be scheduled to play two games in one day. **Major League** – A team may play one (1) doubleheader in a calendar week. **Junior League** – doubleheaders are permitted. In all cases pitcher rest rules apply.

3.12 – When the umpire suspends play, he/she will signal and call out “Time”. At the umpire’s signal and call of “Play” the suspension is lifted and play resumes. Between the call of “Time” and “Play” the ball is dead.

3.13 – The league will establish the ground rules to be followed by all teams in the league.

3.14 – Members of the offensive team shall carry all gloves and other equipment off the field and to the dugout while their team is at bat. No equipment shall be left lying on the field, either in fair or foul territory.

3.15 – No person shall be allowed on the playing field during a game except uniformed players, umpires, managers and coaches with current volunteer badges in plain view. League-approved photographers with current ID badges may also be allowed on the playing field.

- (a) In case of intentional interference with play by any person authorized to be on the playing field, the ball is dead at the moment of the interference and no runners on base may advance. However, if the interference is by a volunteer, the umpire may award extra bases at his/her discretion. The umpire may, at his/her discretion, remove the person who intentionally interfered from the playing field. If this person is a player, manager or a coach, the removal shall be considered an ejection.
- (b) Should an overthrown ball accidentally touch an authorized person, it will not be considered interference and the ball will remain live.
- (c) In Training League, if a batted ball strikes the **pitching machine**, the ball shall be dead at the moment of contact with the machine. The batter/runner will be awarded 1st base and all other baserunners will advance one base only if a force exists. If no force exists the baserunners will remain at their previously attained base.

3.16 – When there is spectator interference with any thrown or batted ball, the ball shall be dead at the moment of interference and the umpire shall impose such penalties as in the umpire’s opinion will nullify the act of interference. **EXAMPLE:** If spectator interference clearly prevents a fielder from catching a fly ball, the umpire shall declare the batter out.

3.17 – All players shall sit on their team’s bench and/or remain in the dugout unless participating in the game or preparing to enter the game. No one except eligible players in uniform, a manager and not more than two coaches shall occupy the dugout. **EXCEPTION:** In Tee Ball and Coach Pitch up to six adult volunteers may be on the field and in the dugout during a game. At least one adult volunteer must be in the dugout at all times.

- (a) Batboys/girls are not permitted.
- (b) The use of electronic equipment during the game for communication with on- or off-field persons is not permitted. The use of electronic devices used to assist in keeping score, tracking the lineup or game statistics is permitted. **PENALTY:** If, in the umpire’s judgment, any player, manager or coach uses an electronic device during a game for communication with an on- or off-field person, the penalty is ejection from the game.

3.18 – The league shall provide proper protection sufficient to preserve order and to prevent spectators from entering the field. Either team may refuse to play until the field is cleared.

4.00 – STARTING AND ENDING THE GAME

4.01 – The umpire(s) shall proceed directly to home plate where they shall be met by the managers of the opposing teams, just preceding the established time to begin the game.

- (a) The managers shall give one copy of their batting orders to the umpire-in-chief. These shall be considered the official batting order.
- (b) The managers shall provide one copy of their batting order to each other.
- (c) As soon as the home team's batting order is handed to the umpire-in-chief, the umpire(s) are in charge of the playing field and from that moment have sole authority to determine when a game shall be called, halted or resumed on account of weather or the conditions of the playing field.
- (d) The umpire-in-chief will announce the official game start time to each manager and to the official scorekeeper, who will record it in the scorebook. The official game start time shall be used in determining whether a new inning can be started based on time limits (see Rule 4.10). Failure of the scorekeeper to record the game start time shall not influence the umpire's official game start time.
- (e) Rostered players who arrive at the game site after the game begins may be inserted in the lineup if the manager so chooses. **Late arriving** players must be placed at the bottom of the batting order. This applies even when a suspended game is resumed at a later date.

4.02 – The players of the home team shall take their defensive positions, the first batter of the visiting team shall take a position in the batter's box, the umpire shall call "Play" and the game shall start. **NOTE:** The game shall not begin until the official scorekeeper is in position and ready for play. Prior to calling "Play" the umpire shall ask the scorekeeper if he/she is ready for the game to begin.

4.03 – When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be in fair territory.

- (a) The catcher shall be stationed in the catcher's box. The catcher may leave that position at any time to catch a pitch or make a play. **EXCEPTION:** When the batter is being given an intentional base on balls, the catcher must stand with both feet within the lines of the catcher's box until the ball leaves the pitcher's hand. **PENALTY:** Illegal pitch – ball called on the batter. (**Major/Junior League:** Balk with runner or runners on base.)
- (b) The pitcher, while in the act of delivering the ball to the batter, shall take a legal position.

- (c) Except for the pitcher and catcher, any fielder may be stationed anywhere in fair territory. (See Tee Ball and Coach Pitch Special Rules for exceptions).

4.04 – The batting order shall be followed throughout the game.

- (a) All Leagues shall use a continuous batting order that will include all players present for the game. Each player is required to bat in his/her respective spot in the batting order. However, a player may be entered or re-entered defensively in the game anytime provided he/she meets the mandatory play requirements in Rule 3.03 pertaining to their respective league.
- (b) When a player is **injured, becomes ill** or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill or absent player returns, he/she is merely inserted into their original spot in the batting order and the game continues.

NOTE: If the Umpire, in their sole discretion, believes a player has been intentionally removed as a matter of strategy to gain a competitive advantage, the Umpire may declare the removed player as an Out.

4.05 – The offensive team shall station two base coaches on the field during its time at bat in the corresponding first and third base coach's boxes. The coaches shall not leave their respective dugouts until the pitcher has completed his/her preparatory pitches to the catcher. Base coaches shall –

- (a) Be eligible players in the uniform of their team and/or the approved manager and/or coaches, or
- (b) Be a manager or coaches only if there is at least one other adult manager or coach in the dugout. **EXCEPTION:** In Tee Ball and Coach Pitch the required adult in the dugout may be an approved Team Mom or other approved adult volunteer.
- (c) Remain in the coaches' box at all times except as provided in Rule 7.11.
- (d) Talk to members of their own team only.

An offending base coach shall be removed from the base coach's box.

4.06 – No manager, coach or player shall at any time, whether from the bench or the playing field or elsewhere –

- (a) Incite, or try to incite, by word or sign, a demonstration by spectators.
- (b) Use language which will in any manner refer to or reflect upon any opposing player, manager, coach, umpire or spectator.
- (c) Make any move calculated to cause the pitcher to commit an illegal pitch (or a balk in Major/Junior League).

- (d) Take a position in the batter's line of vision, with the deliberate intent to distract the batter.

PENALTY: The umpire may first warn the player, coach and/or manager. If continued, the player, coach and/or manager will be removed from the game or bench. If such action causes an illegal pitch (balk in Major/Junior League) it shall be nullified.

4.07 – When a manager, coach or player is **ejected** from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. A manager or coach ejected from a game must proceed to a parking area of the park complex, remain there until the conclusion of the game and have no communication whatsoever with any person at the game site. Any manager, coach or player ejected from a game is suspended for his/her team's next physically played game and may not be in attendance at the park complex from which they were suspended. (See Regulation VI Conduct for specific policies and procedures on conduct, ejections and unsportsmanlike conduct.)

4.08 – When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues –

PENALTY: The umpire shall order the offender out of the game and away from the spectators' area. **Junior League:** if the umpire is unable to detect the offender(s), the bench may be cleared of all players. The manager of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game.

4.09 – How a team scores

- (a) One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three players are put out to end the inning. **EXCEPTIONS:** A run is not scored if the runner advances to home base during a play in which the third out is made, (1) by the batter-runner before touching first base; (2) by any runner being forced out; or (3) by a preceding runner who is declared out because that runner failed to touch one of the bases (appeal play).
- (b) When the winning run is scored in the last half-inning of a regulation game, or in the last half of an extra-inning game in tournament play, as a result of a base on balls, hit batter or any other play with the bases full which forces the runner on third to advance, the umpire shall not declare the game ended until the runner forced to advance from third has touched home base and the batter-runner has touched first base.

4.10 – Game length

Tee Ball – In Spring and Fall seasons games are six innings or 75 minutes in length, whichever occurs first.

Coach Pitch – In Spring seasons, games are six innings or 90 minutes in length, whichever occurs first. In Fall seasons, once 90 minutes have passed the umpire will declare “last batter” and the game will end after that player’s at-bat.

Training League – In Spring seasons, games are six innings or 90 minutes in length, whichever occurs first. **NOTE:** Games shall continue even if one team is ahead by 10 runs after four innings. See Rule 4.09(e). That team shall be declared the winner, however play shall continue until the allotted game time length. In this situation, once 90 minutes have passed the umpire will declare “last batter” and the game will end after that player’s at-bat. At the managers’ option the scoreboard can remain on or be turned off when the 10-run rule becomes effective, however the official scorekeeper shall remain on duty until the game has ended. (See Tournament section for exceptions during tournament play.) In Fall seasons games are 90 minutes in length. Once 90 minutes have passed the umpire will declare “last batter” and the game will end after that player’s at-bat.

Minor/Major League – In Spring seasons, games shall have no new inning start after 90 minutes of play. If the 4th inning has not started before the 90 minutes have lapsed, the current inning shall be completed and the game stopped. (See Tournament section for exceptions during tournament play.) In Fall seasons games are 90 minutes in length. Once 90 minutes have passed the umpire will declare “last batter” and the game will end after that player’s at-bat.

Junior League – In Spring seasons, games shall have no new inning start after 120 minutes of play. If the 5th inning has not started before the 120 minutes have lapsed, the current inning shall be completed and the game stopped. (See Tournament section for exceptions during tournament play.) In Fall seasons games are 120 minutes in length. Once 120 minutes have passed the umpire will declare “last batter” and the game will end after that player’s at-bat.

- (a) No regular season games will be extended beyond six innings (**Junior League** – seven innings) because of a tie score. Games can end in a tie as per Rule 4.12.
- (b) Games can be shortened because, (1) the home team needs none of its half of the sixth inning (**Junior League** – seventh inning) or only a fraction of it; or (2) the umpire calls the game.
- (c) If a game is called, it is a regulation game –
 - 1. If four innings have been completed (**Junior League** – five innings).
 - 2. 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 (**Junior League** – four and a half innings).

3. If the home team scores one or more runs in its half of the fourth inning (**Junior League** – fifth inning) to tie the score.
- (d) If a game is called before it has become a regulation game, it is only to be resumed or replayed if, in the judgment of the league president, its completion would affect first place in the final regular season standings. If such a game is to be completed and it had not originally completed the first inning, it shall be replayed in its entirety. If one or more innings have been played in such game, it shall be resumed exactly where it left off.
- NOTE:** All scoring and pitching records shall be counted and considered as being in the same game. The pitcher of record may continue pitching in a resumed game on any subsequent date provided he/she has observed the required days of rest for his/her particular age group.
- (e) **Ten-run rule.** If, after four innings (**Junior League** – five innings), or three and a half innings (**Junior League** – four and a half innings), one team has a lead of at least ten (10) runs or more, the umpire shall declare the game over.
1. If the visiting team has a lead of 10 runs or more, the home team must bat its half of the inning.
 2. The game is to be declared over when the appropriate inning has been completed, not necessarily when the 10th run is scored.

4.11 – Game Scoring

The final score of a regulation game is the total number of runs scored by each team at the moment the game ends.

- (a) The game ends when the visiting team completes its half of the sixth (**Junior League** – seventh) inning if the home team is ahead.
- (b) The game ends when the sixth (**Junior League** – seventh) inning is completed if the visiting team is ahead.
- (c) If the home team scores the winning run in its half of the sixth (**Junior League** – seventh) inning, the game ends immediately when the winning run is scored.
- (d) Once a game becomes regulation and is called with the home team taking the lead in an incomplete inning, the game ends with the home team the winner.
- (e) If the last batter in a game hits a home run out of the playing field, the batter-runner and all runners on base are permitted to score, in accordance with the base-running rules, and the game ends when the batter-runner touches home plate.
EXCEPTION: If the batter hits a home run out of the playing field to win the game in the last half of the sixth (**Junior League** – seventh) inning, but is called out for passing a preceding runner, the game ends immediately when the winning run is scored.

- (f) A called game ends at the moment the umpire terminates play. **EXCEPTION:** If the game is called during an incomplete inning, the game ends at the end of the last previous completed inning in each of the following situations –
1. The visiting team scores one or more runs to tie the score in the incomplete inning, and the home team does not score in the incomplete innings.
 2. The visiting team scores one or more runs to take the lead in the incomplete inning, and the home team does not tie the score or retake the lead in the incomplete inning.

4.12 – Tie games

Regular season games can end in a tie and will be counted as such in the standings. Tie games can result from:

- (a) The game ending in regulation as per the game length rules in Rule 4.10.
- (b) A called game due to weather, curfew, light failure or other cause and is subject to the exception in Rule 4.11(f).

An incomplete tie game would only be resumed if, in the judgment of the league president, its completion would affect first place in the final regular season standings. It shall be resumed exactly where it left off (**Junior League** – subject to the rules governing substitution. Any player may be replaced by a player who was not in the game prior to halting the original game. No player once removed before the game was halted may be returned to the lineup unless covered by Rule 3.03). **NOTE:** All pitching records shall be considered as being in the same game. The pitcher of record may continue pitching in a resumed tie game on any subsequent date provided he/she has observed the required days of rest for his/her particular age group.

4.13 – Doubleheaders

Major/Junior League – doubleheaders are permitted. Doubleheaders are not permitted in any other age-level league. (See Rule 3.11)

4.14 – Lights

The umpire-in-chief shall order the playing field lights turned on whenever in his/her opinion darkness makes further play in daylight hazardous.

4.15 – Forfeits

A game may be forfeited by the umpire-in-chief of the game in progress to the opposing team when a team –

- (a) Being upon the field, refuses to start play within 10 minutes after the appointed hour for beginning the game, unless such delay, in the umpire's judgment, is unavoidable.

- (b) Refuses to continue play unless the game was terminated by the umpire.
- (c) Fails to resume play, after the game was halted by the umpire, within one minute after the umpire has called "Play".
- (d) Fails to obey within a reasonable time the umpire's order to remove a player from the game.
- (e) After warning(s) by the umpire, willfully and persistently violates any rules of the game.
- (f) Employs tactics designed to delay or shorten the game.

4.16 – How many players needed to start the game

A team must have a minimum of eight (8) to start a game. If a game cannot be played because of the inability of either team to, (a) place eight players on the field before the game begins, and/or, (b) place at least one adult in the dugout as manager or acting manager, this shall be grounds for automatic forfeiture. Teams may start and play a game without forfeiting with only eight players. The ninth batter will be an automatic out, each time the ninth batter in the lineup is scheduled to bat unless the ninth player has been inserted into the game.

4.17 – How many players needed to continue the game

If, during a game, either team is unable to place nine (9) players on the field, this shall not be grounds for automatic forfeiture. **NOTE:** A game may not be continued with less than (8) players on each team.

4.18 – How forfeited games are recorded and scored

Forfeited games shall be so recorded in the scorebook and the book signed by the umpire-in-chief. A written report stating the reason for the forfeiture shall be sent to the league president within 24 hours, but failure of the umpire to file this report shall not affect the forfeiture. Forfeited games shall be recorded as a 6-0 win (**Junior League** – 7-0 win). If both teams forfeit, it is recorded as a loss for both teams.

4.19 – Protests

- (a) Protests shall be considered only when based on the violation or interpretation of a playing rule, use of an ineligible pitcher or the use of an ineligible player. **No protest shall be considered on a decision involving an umpire's judgment.** Equipment (including bats not compliant with Rule 1.10) which does not meet specifications must be removed from the game and shall not be grounds for protest. Illegal bats are subject to the penalties indicated in Rule 6.06(d).
- (b) Only the managers of contesting teams have the right to protest a game, or, in their absence, an acting manager. However, the manager or acting manager may not leave the dugout until receiving permission from an umpire.

- (c) Protests shall be made as follows:
1. The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest.
 2. Following such notice the umpire shall consult with the other umpire, if one is present. If the umpire is convinced that the decision is in conflict with the rules, the umpire shall reverse that decision. If, however (and after consultation with the other umpire if one is present), the umpire is convinced that the decision is not in conflict with the rules, said umpire shall announce that the game is being played under protest. Failure of the umpire to make such announcement shall not affect the validity of the protest.
- (d) Whenever it is found that an ineligible pitcher or ineligible player is being used, said pitcher shall be removed from the mound, or said player shall be removed from the game, and the game shall be continued under protest or not as the protesting manager decides.
- (e) Any protest for any reason whatsoever must be submitted by the manager first to the umpire on the field of play and then in writing to the league president within 24 hours. The umpire-in-chief shall also submit a report immediately.
- (f) A committee composed of the President, Player Agent, and one or more other officers or directors who are not managers or umpires shall hear and resolve any such protest as above, including playing rules. If the protest is allowed,
- a. and the violation pertains to Pitcher pitch count and rest rules, the Protest shall be resolved as follows:
 - i. First Offense in a Season – Forfeit of the game.
 - ii. Second and subsequent offenses – Forfeit of the game and a one game suspension of the Manager.
 - b. the game shall be resumed from the exact point when the infraction occurred.

NOTE 1: This rule does not pertain to charges of infractions of regulations such as field decorum or actions of league personnel or spectators which must be considered and resolved by the Executive committee of the board of directors.

NOTE 2: All league officials and participants are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offenders should be notified immediately. **EXAMPLE:** Should a manager, official scorekeeper, league official or umpire discover that a pitcher is ineligible at the beginning of the game, or will become ineligible while pitching, that fact should be brought to the

attention of the manager of the team involved. Such action should not be delayed until the infraction has occurred. However, failure of personnel to notify the manager of the infraction does not affect the validity of the protest.

- (g) There are no protests in Tee Ball or Coach Pitch.

5.00 – PUTTING THE BALL IN PLAY – LIVE BALL

5.01 – At the time set for beginning the game the umpire-in-chief shall order the home team to take its defensive positions and the first batter of the visiting team to take a position in the batter’s box. As soon as all players are in position the umpire-in-chief shall call “Play”.

5.02 – After the umpire calls “Play” the ball is alive and in play and remains alive and in play until, for legal cause, or at the umpire’s call of “Time” suspending play, the ball becomes dead. While the ball is dead, no player may be put out, no bases may be run and no runs may be scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was alive, such as, but not limited to, an overthrow, interference, a home run or other fair ball hit out of the playing field, or, in **Major/Junior League**, a balk.

5.03 – The pitcher shall deliver the pitch to the batter who may elect to strike the ball, or who may not offer at it, as such batter chooses.

5.04 – The offensive team’s objective is to have its batter become a runner, and its runners advance.

5.05 – The defensive team’s objective is to prevent offensive players from becoming runners, and to prevent their advance around the bases.

5.06 – When a batter becomes a runner and touches all bases legally, one run shall be scored for the offensive team.

5.07 – When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team (“side retired”). **INNING RUN RULE (Regular Season) – Tee Ball/Coach Pitch/Training/Minor League** – when the offensive side scores five (5) runs the side is retired. **Major/Junior League** – when the offensive side score seven (7) runs the side is retired.

5.08 – If a thrown ball accidentally touches a base coach, or a pitched or thrown ball touches an umpire, the ball is alive and in play. However, if the base coach interferes with a thrown ball, the runner is out.

5.09 – The ball becomes dead and runners advance one base, or return to their bases, without liability to be put out, when –

- (a) **Hit by pitch** - A pitched ball touches a batter, or the batter’s clothing, while in a legal batting position; runners, if forced, advance (see Rule 6.08).
- (b) **Umpire interference** - The plate umpire interferes with the catcher’s act of throwing (when the throw is in an attempt to

retire a runner); the runners return. If the catcher's throw gets the runner out, the out stands and there is no umpire interference.

- (c) **Balk - Major/Junior League**, a balk is committed (see penalty in Rule 8.05).
- (d) **Illegally batted ball** - A ball is illegally batted either fair or foul, such as the batter being out of the batter's box when striking the ball; runners return.
- (e) **Foul ball** - A foul ball not caught; runners return. The umpire shall not put the ball in play until all runners have retouched their bases.
- (f) **Batted ball hitting a runner or umpire** - A fair ball touches a runner or an umpire in fair territory before it touches an infielder, including the pitcher, or touches an umpire before it has passed an infielder other than the pitcher. **A runner hit by a fair batted ball is out.**
NOTE: If a fair ball goes through, or by an infielder and touches a runner immediately back of said infielder, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such a decision, the umpire must be convinced that the ball passed through, or by, the infielder and that no other infielder had the chance to make a play on the ball; runners advance, if forced.
- (g) **Lodged ball** - A pitched ball lodges in the catcher's or umpire's mask or paraphernalia; runners advance.
- (h) **Major/Junior League** - Any legal pitch touches a runner trying to score; runners advance.

5.10 - The ball becomes dead when an umpire calls "**Time**". The umpire-in-chief shall call "Time" -

- (a) **Weather/darkness** - when in said umpire's judgment, weather, darkness or similar conditions make immediate further play impossible.
- (b) **Light failure** - when light failure makes it difficult or impossible for the umpires to follow the play.
- (c) **Injured player/umpire** - when an accident incapacitates a player or an umpire.
 - 1. If an accident to a runner is such as to prevent said runner from proceeding to an entitled base, as on a home run hit out of the playing field or an award of one or more bases, a substitute runner shall be permitted to complete the play.
- (d) **Manager time-out** - when a manager requests "Time" for a substitution, or for a conference with one of the players. **NOTE:** Only one offensive time-out, for the purpose of a visit or conference, will be permitted each inning.

- (e) **Umpire time-out** - when an umpire wishes to examine the ball, to consult with either manager, or for any similar cause.
- (f) **Fly ball caught in foul territory** - when a fielder, after catching a fly ball, falls into a stand or any other dead-ball area. As pertains to runners, the provisions of Rule 7.04(b) shall prevail. If a fielder, after making a catch, steps into a dead-ball area, but does not fall, the ball is alive and in play and runners may advance at their own peril.
- (g) **Ejection** - When an umpire orders a player or any other person removed from the playing field.
- (h) Except in the cases stated in paragraphs (b) and (c) of this rule, no umpire shall call "Time" while a play is in progress.

5.11 – After the ball is dead, play shall be resumed when the pitcher takes a position on the pitcher's plate with a new ball or the same ball in said pitcher's possession and the plate umpire calls "**Play**". The plate umpire shall call "Play" as soon as the pitcher takes a position on the plate with the possession of the ball.

6.00 – THE BATTER

6.01 –

- (a) Each player of the offensive team shall bat in the order their name appears in the team's batting order.
- (b) The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed a time at bat in the preceding inning.

NOTE: In the event that while a batter is in the batter's box, the third out of an inning is made on a base runner, the batter then at bat shall be the first batter of the next inning and the count of balls and strikes shall start over.

6.02 –

- (a) The batter shall take his/her position in the batter's box promptly when it is their time at bat.
- (b) The batter shall not leave that position in the batter's box after the pitcher comes to the Set Position, or starts a windup.
PENALTY: If the pitcher pitches, the umpire shall call "Ball" or "Strike" as the case may be.
- (c) If the batter refuses to take his/her position in the batter's box during a time at bat, the umpire shall call a strike on the batter without the need for a pitch to be delivered. The ball is dead, and no runners may advance. After the penalty, the batter may take a proper position, and the regular ball and strike count shall continue, but if the batter does not take the proper position before three strikes are called, that batter shall be declared out.

6.03 – The batter's legal position shall be with both feet within the batter's box. The lines defining the box are within the batter's box.

6.04 – A batter has legally completed a time at bat when he/she is put out or becomes a runner.

6.05 – A batter is out when –

- (a) A fair or foul fly ball (other than a foul tip) is legally caught by a fielder.
- (b) **Training/Minor League** - a third strike is caught or not caught by the catcher. **Major/Junior League** – (1) a third strike is legally caught by the catcher; (2) a third strike is not caught by the catcher when first base is occupied before two are out;
- (c) Bunting foul on a third strike.
- (d) An Infield Fly is declared (does not apply to Tee Ball, Coach Pitch or Training League).

- (e) That batter attempts to hit a third strike and is touched by the ball.
- (f) A fair ball touches said batter before touching a fielder.
- (g) After hitting or bunting a fair ball, the bat hits the ball a second time in fair territory. The ball is dead and no runner may advance. If the batter-runner drops the bat and the ball rolls against the bat in fair territory, the ball is dead and no runner may advance. If the batter-runner drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgment there was no intention to interfere with the course of the ball, the ball is alive and in play.
- (h) After hitting or bunting a foul ball, the batter-runner, in the judgement of the umpire, intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance. The batter shall be declared out.
- (i) After hitting a fair ball, the batter-runner or first base is tagged before said batter-runner touches first base, or **Major/Junior League, (dropped 3rd strike)** after a third strike as defined in Rule 6.09(b), the batter-runner or first base is tagged before said batter-runner touches first base.
- (j) In running the last half of the distance from home base to first base, while the ball is being fielded to first base, the batter-runner runs outside (to the right of) the three-foot line, or inside (to the left of) the foul line, and in the umpire's judgment in so doing interferes with the fielder taking the throw at first base, except that the batter-runner may run outside (to the right of) the three-foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball.
- (k) An infielder intentionally drops a fair fly ball or line drive with first, first and second, first and third, or first, second and third bases occupied before two are out. The ball is dead and the runner or runners shall return to their original base or bases.
NOTE: In this situation, the batter is not out if the infielder permits the ball to drop untouched to the ground, except when the Infield Fly rule applies;
- (l) A preceding runner shall, in the umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete a play.
- (m) **Junior League:** With two out, a runner on third base, and two strikes on the batter, the runner attempts to steal home base on a legal pitch and the ball touches the runner in the batter's strike zone. The umpire shall call "STRIKE THREE," the batter is out and the run shall not count; before two are out, the umpire shall call "STRIKE THREE," the ball is dead, and the run counts.

- (n) When he/she, after faking a bunt, returns to the regular batting stance and attempts to hit the ball by swinging the bat (also known as a “slash” bunt.) The batter is out and any base runners will return to the bag they previously occupied.

6.06 – A batter is out and no runner(s) advance for illegal action when –

- (a) Hitting the ball with one or both feet on the ground entirely outside the batter’s box.
- (b) Stepping from one batter’s box to the other while the pitcher is in position ready to pitch.
- (c) Interfering with the catcher’s fielding or throwing by stepping out of the batter’s box or making any other movement that hinders the catcher’s play at home base.
- (d) The batter enters the batter’s box with one or both feet entirely on the ground with an illegal bat (see Rule 1.10) or is discovered having used an illegal bat prior to the next player entering the batter’s box. **NOTE:** If the infraction is discovered before the next player enters the batter’s box following the turn of the player who used an illegal bat,
 1. The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.
 2. For the first violation, the offensive team will lose one eligible adult base coach for the duration of the game.
 3. For the second violation, the manager of the team will be ejected from the game. Any subsequent violation will result in the newly designated manager being ejected.

EXCEPTION: Batter is not out if any runner attempting to advance is put out, or if a runner trying to score is called out for batter’s interference.

6.07 – Batting out of turn

- (a) A batter shall be called out, on appeal, when failing to bat in his/her proper turn, and another batter completes a time at bat in place of the proper batter. **NOTE:** the proper batter may take a position in the batter’s box at any time before the improper batter becomes a runner or is put out, and any balls and strikes incurred by the improper batter shall be counted in the proper batter’s time at bat.
- (b) When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall, (1) declare the proper batter out, and (2) nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter’s advance to first base on a hit, an error, a base on balls, a hit batter or otherwise.

NOTE: If a runner advances while the improper batter is at bat, on a stolen base, **Major/Junior League** – a balk, wild pitch or passed ball, such advance is legal.

- (c) When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of such time at bat become legal.
- (d) 1. When the proper batter is called out for failing to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out. 2. When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

6.08 – The batter becomes a runner and is entitled to first base without liability to be put out (provided said runner advances to and touches first base) when –

- (a) Four “balls” have been called by the umpire. Base runners may advance.

NOTE: A team wanting to issue an “intentional walk” to the Batter, is required to have the Pitcher pitch four called “Balls” to the Batter.

- (b) The batter is touched by a pitched ball which the batter is not attempting to hit unless, (1) the ball is in the strike zone when it touches the batter, or (2) the batter makes no attempt to avoid being touched by the ball.

NOTE 1: If the ball is in the strike zone when it touches the batter, it shall be called a strike, whether or not the batter tries to avoid the ball. If the ball is outside the strike zone when it touches the batter, it shall be called a ball if that batter makes no attempt to avoid being touched.

NOTE 2: When the batter is touched by a pitched ball which does not entitle that batter to first base, the ball is dead and no runner may advance.

- (c) The catcher or any fielder interferes with the batter. If a play follows the interference, the manager of the offense may advise the umpire-in-chief of a decision to decline the interference penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batter or otherwise, and all other runners advance at least one base, the play proceeds without reference to the interference.

- (d) A fair ball touches an umpire or a runner in fair territory before touching a fielder.

NOTE: If a fair ball touches an umpire after having passed a fielder other than the pitcher, or having touched a fielder, including the pitcher, the ball is in play.

6.09 – The batter becomes a runner when –

- (a) A fair ball is hit.
- (b) **Major/Junior League** – the third strike called by the umpire is not caught, providing (1) first base is unoccupied, or (2) first base is occupied with two out.
NOTE: A batter forfeits his/her opportunity to advance to first base when he/she enters the dugout or other dead ball area.
- (c) A fair ball, after having passed a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, shall touch an umpire or runner in fair territory.
- (d) A fair fly ball passes over a fence. Such hit entitles the batter to a home run when all bases have been legally touched.
- (e) A fair ball, after touching the ground, bounds over, or passes through or under a fence, in which case the batter and all runners shall be entitled to advance two bases.
- (f) Any fair ball which, either before or after touching the ground, passes through or under a fence, or which sticks in a fence, in which case the batter and runners shall be entitled to advance two bases.
- (g) Any bounding fair ball is deflected by the fielder over or under a fence in fair or foul territory, in which case the batter and all runners shall be entitled to advance two bases.
- (h) Any fair fly ball is deflected over a fence in foul territory, in which case the batter shall be entitled to advance to second base; but if deflected over the fence in fair territory, the batter shall be entitled to a home run.

7.00 – THE RUNNER

7.01 – A runner acquires the right to an unoccupied base when that runner touches it before being put out. The runner is then entitled to it until put out or forced to vacate it for another runner legally entitled to that base. If a runner legally acquires title to a base, and the pitcher assumes his/her position on the pitcher's plate, the runner may not return to a previously occupied base.

7.02 – In advancing, a runner shall touch first, second, third and home base in order. If forced to return, the runner shall **retouch** all bases in reverse order, unless the ball is dead under any provision of Rule 5.09. In such cases, the runner may go directly to the original base.

7.03 – Two runners may not occupy a base, but if, while the ball is alive, two runners are touching the base, the following runner shall be out when tagged. The preceding runner is entitled to the base.

7.04 – Each runner, other than the batter, may, without liability to be put out, advance one base when –

- (a) The batter's advance without liability to be put out forces the runner to vacate a base, or when the batter hits a fair ball that touches another runner, or the umpire before such ball has been touched by, or has passed a fielder, if the runner is forced to advance, or in **Major/Junior League** there is a balk.
- (b) A fielder, after catching a fly ball, falls into a dead-ball area.
- (c) **Major/Junior League:** While the runner is attempting to steal a base, the batter is interfered with by the catcher or any other fielder.

NOTE: When a runner is entitled to a base without liability to be put out, while the ball is in play, or under any rule in which the ball is in play after the runner reaches an entitled base, and the runner fails to touch the base to which that runner is entitled before attempting to advance to the next base, the runner shall forfeit the exemption from liability to be put out and may be put out by tagging the base or by tagging the runner before that runner returns to the missed base.

7.05 – Each runner, including the batter-runner may, without liability to be put out, advance –

- (a) To home base scoring a run if a fair ball goes out of the playing field in flight and the runner touches all bases legally; or if a fair ball which, in the umpire's judgment, would have gone out of the playing field is deflected by the act of a fielder in throwing a glove, cap or any article of apparel.
- (b) Three bases, if a fielder deliberately touches a fair ball with a cap, mask, or any part of that fielder's uniform detached from

- its proper place on the person of said fielder. The ball is in play and the batter may advance to home at the batter's peril.
- (c) Three bases, if a fielder deliberately throws a glove and touches a fair ball. The ball is in play and the batter may advance to home plate at that batter's own peril.
 - (d) Two bases, if a fielder deliberately touches a thrown ball with a cap, mask or any part of the uniform detached from its proper place on the person of said fielder. The ball is in play.
 - (e) Two bases, if a fielder deliberately throws a glove at and touches a thrown ball. The ball is in play.
 - (f) Two bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul line, or if it goes through or under a fence, or sticks in such fence.
 - (g) Two bases, when a thrown ball goes into the stands or into a dugout or bench (whether or not the ball rebounds into the field), or over or under or through a field fence, or on a slanting part of the screen above the backstop, or lodges in the mesh of the fence protecting spectators. The ball is dead. When such a wild throw is in the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw was made, **NOTE:** If all runners, including the batter-runner, have advanced at least one base when an infielder makes a wild throw on the first play after the pitch, the award shall be governed by the position of the runners when the wild throw was made.
 - (h) One base, if a ball, pitched to the batter or thrown by the pitcher from the position on the pitcher's plate to a base to catch a runner, goes into a stand, dugout or bench, or over or under or through a field fence or backstop. The ball is dead.
 - (i) One base, if the batter becomes a runner on a ball four when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia; **Major/Junior League:** One base, if the batter becomes a runner on a ball four or strike three when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia. **NOTE:** If the batter becomes a runner on a wild pitch which entitles the runners to advance one base, the batter-runner shall be entitled to first base only, but can advance beyond first base at their risk if the ball stays in play.
 - (j) One base, if a fielder deliberately touches a pitched ball with his/her cap, mask or any part of his/her uniform detached from its proper place on his/her person. The ball is in play and the award is made based on the position of the runner at the time the ball was touched.

7.06 – When **obstruction** occurs, the umpire shall call or signal “Obstruction.”

- (a) If a play is being made on the obstructed runner, or if the batter-runner is obstructed before touching first base, the ball is dead and all runners shall advance without liability to be put out to the bases they would have reached in the umpire’s judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base last legally touched by such runner before the obstruction. Any preceding runners forced to advance by the award of bases as the penalty for obstruction shall advance without liability to be put out.
- (b) If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call “Time” and impose such penalties, if any, as in that umpire’s judgment will nullify the act of obstruction.

NOTE 1: When the ball is not dead on obstruction and an obstructed runner advances beyond the base which, in the umpire’s judgment, the runner would have been awarded because of being obstructed, the runner does so at his/her own risk and may be tagged out. This is a judgment call.

NOTE 2: If the defensive player blocks the base (or home plate) or base line clearly without possession of the ball, obstruction shall be called. The runner is safe and a delayed dead ball shall be called.

7.07 – Major/Junior League: If, with a runner on third base and trying to score by means of a squeeze play or steal, and the catcher or any other fielder steps on or in front of home plate without possession of the ball, or touches the batter or the bat, the pitcher shall be charged with a balk, the batter shall be awarded first base on the interference and the ball is dead.

7.08 – Any runner is out when –

- (a) (1) Running more than three feet away from his/her baseline to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball. (A **runner’s baseline** is established when the tag attempt occurs, and is a straight line from the runner to the base to which he/she is attempting to reach); (2) after touching first base the runner leaves the baseline, obviously abandoning all effort to touch the next base; (3) the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag; (4) he/she makes a head first slide while advancing. **Junior League ONLY:** Head first slides are permitted. **NOTE: Dropped 3rd strike** - In Major/Junior League, when a batter becomes a runner on a third strike not caught and starts for the dugout or bench or his/her defensive position, that batter may advance to first base

at any time before entering the dugout or bench. To put the batter out, the defense must tag the batter or first base before the batter touches first base.

- (b) That runner intentionally interferes with a thrown ball, or hinders a fielder attempting to make a play on a batted ball.
NOTE: A runner who is adjudged to have hindered a fielder who is attempting to make a play on a batted ball is out whether it was intentional or not.
- (c) That runner is tagged, when the ball is alive, while off a base.
EXCEPTION: A batter-runner cannot be tagged out after overrunning or over-sliding first base, irrespective of which direction he/she turns, if said batter-runner returns immediately to the base.
NOTE 1: If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if the runner had reached the base safely.
NOTE 2: If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, that runner touches or occupies the dislodged bag, or the point marked by the original location of the dislodged bag;
- (d) Failing to retouch the base after a fair or foul fly ball is legally caught before that runner or the base is tagged by a fielder. The runner shall not be called out for failure to retouch the base after the first following pitch, or any play or attempted play. This is an appeal play. **NOTE: Tag-up:** Base runners can legally retouch their base once a fair ball is touched in flight and advance at their own risk if a fair or foul ball is caught.
- (e) Failing to reach the next base before a fielder tags said runner or the base after that runner has been forced to advance by reason of the batter becoming a runner. However, if a following runner is put out on a force play, the force is removed and the runner must be tagged to be put out. The force is removed as soon as the runner touches the base to which that runner is forced to advance, and if over-sliding or overrunning the base, the runner must be tagged to be put out. However, if the forced runner, after touching the next base, retreats for any reason towards the base last occupied, the force play is reinstated and the runner can again be put out if the defense tags the base to which the runner is forced.
- (f) Touched by a fair ball in fair territory before the ball has touched or passed an infielder. The ball is dead and no runner may score, no runners may advance except runners forced to advance. **EXCEPTION:** If a runner is touching a base when touched by an Infield Fly, that runner is not out although the batter is out.

NOTE 1: If a runner is touched by an Infield Fly when not touching a base, both runner and batter are out.

NOTE 2: If two runners are touched by the same fair ball, only the first one is out because the ball is instantly dead.

- (g) Attempting to score on a play in which the batter interferes with the play at home base before two are out. With two out, the interference puts the batter out and no score counts.
- (h) Passing a preceding runner before such runner is out.
- (i) After acquiring legal possession of a base the runner runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game. The umpire shall immediately call "Time" and declare the runner out.
- (j) Failing to return at once to first base after overrunning or over-sliding that base. If attempting to run to second base the runner is out when tagged. If, after overrunning or over-sliding first base, the runner starts toward the dugout, or toward a position, and fails to return to first base at once, that runner is out on appeal when said runner or the base is tagged.
- (k) In running or sliding for home base the runner fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in hand, while touching home base, and appeals to the umpire for the decision. **NOTE:** This rule applies only where the runner is on the way to the bench and a fielder would be required to chase the runner to tag him/her. It does not apply to the ordinary play where the runner misses the plate and then immediately makes an effort to touch the plate before being tagged. In that case the runner must be tagged.

7.09 – Minor League: After taking a lead off first or second base, a base runner may not delay in their attempt to "steal" the next base. A base runner who takes a lead off the base then stops or pauses, to, in the judgment of the Umpire, elicit a throw from the catcher, forfeits their ability to advance to the next base. If the base runner continues in their attempt to the next base, they do so at the risk of being put out. If the base runner(s) reach the base safely, they, AND ANY OTHER RUNNERS, shall be returned to the base which they were originally at when the Pitcher pitched the ball.

7.10 – It is interference by a batter or runner when –

- (a) The batter hinders the catcher in an attempt to field the ball.
- (b) The batter intentionally deflects the course of a foul ball in any manner.
- (c) Before two are out and a runner on third base, the batter hinders a fielder in making a play at home base: the runner is out.

- (d) Any member(s) of the offensive team stand or gather around any base to which a runner is advancing, to confuse, hinder or add to the difficulty of the fielders. Such runner shall be declared out for the interference of teammate(s).
- (e) Any batter or runner who has just been put out hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of a teammate.
- (f) If, in the judgment of the umpire, a base runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball with the obvious intent to break up a double play: the ball is dead. The umpire shall call the runner out for interference and also call out the batter-runner because of the action of the runner. In no event may bases be run or runs scored because of such action by a runner.
- (g) If, in the judgment of the umpire, a batter-runner willfully and deliberately interferes with a batted ball with the obvious intent to break up a double play, the ball is dead. The umpire shall call the batter-runner out for interference and shall also call out the runner who advanced closest to home base regardless of where the double play might have been possible. In no event shall bases be run because of such interference.
- (h) In the judgment of the umpire, the base coach at third base, or first base, by touching or holding the runner, physically assists that runner in returning to or leaving third base or first base.
- (i) With a runner on third base the base coach leaves the box and acts in any manner to draw a throw by a fielder.
- (j) The runner fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two or more fielders attempt to field a batted ball and the runner comes in contact with one or more of them. The umpire shall determine which fielder is entitled to the benefit of this rule and shall not declare the runner out for coming in contact with a fielder other than the one the umpire determines to be entitled to field such a ball.
- (k) A fair ball touches the batter or runner in fair territory before touching a fielder. If a fair ball goes through or by an infielder and touches a runner immediately back of said infielder or touches the runner after having been deflected by a fielder, the umpire shall not declare the runner out for being touched by a batted ball. In making such decision, the umpire must be convinced that the ball passed through or by the infielder and that no other infielder had the chance to make a play on the ball. If, in the judgment of the umpire, the runner deliberately and intentionally kicks such a batted ball on which the infielder

had missed a play, that runner shall be called out for interference.

PENALTY FOR INTERFERENCE: The runner is out and the ball is dead.

7.11 – Any runner shall be called out on appeal if –

- (a) After a fly ball is caught the runner fails to retouch the base before said runner or base is tagged. **NOTE:** “Retouch” in this rule means to **tag up** and start from contact with the base after the ball is caught. A runner is not permitted to take a flying start from a position in back of, and not touching, the base.
- (b) With the ball in play, while advancing or returning to a base, the runner fails to touch each base in order before said runner, or a missed base, is tagged. (1) No runner may return to touch a missed base after a following runner has scored. (2) When the ball is dead no runner may return to touch a missed base or one abandoned after said runner has advanced to and touched a base beyond the missed base.
- (c) The runner overruns or over-slides first base and fails to return to the base immediately, and said runner or the base is tagged. **NOTE:** Providing the runner is returning to the base immediately, it does not matter which direction he/she turns after overrunning or over-sliding, nor whether he/she is in foul or fair territory, the runner is not liable to be put out.
- (d) The runner fails to touch home base and makes no attempt to return to that base, and home base is tagged. **NOTE:** A runner forfeits his/her opportunity to return to home base when he/she enters the dugout or any other dead ball area.

NOTE 1: Any appeal under this rule must be made before the next pitch, or any play or attempted play. No appeal can be made if the ball is dead. If the violation occurs during a play which ends a half-inning, the appeal must be made before all the defensive players have left fair territory on their way to the dugout. **EXCEPTION:** If an otherwise proper appeal is being made by a player who has to go into foul territory to retrieve the ball in order to make an appeal, or if the appeal is being made by the catcher (who may never have been in fair territory at all), the appeal will be considered to have been properly executed.

NOTE 2: An appeal is not to be interpreted as a play or an attempted play.

NOTE 3: Successive appeals may not be made on a runner at the same base. If the defensive team on its first appeal errs, a request for a second appeal on the same runner at the same base shall not be allowed by the umpire. (The intended meaning of the word “err” is that the defensive team, in making an appeal, threw the ball out of play. For example, if the pitcher threw to first base to appeal, and

threw the ball into the dugout or over the fence, no second appeal would be allowed.)

NOTE 4: In **Major/Junior League**, if a pitcher balks when making an appeal, such act shall be a play.

NOTE 5: An appeal should be clearly intended as an appeal, either by a verbal request by the player or an act that unmistakably indicates an appeal to the umpire. A player, inadvertently stepping on the base with a ball in hand, would not constitute an appeal. The ball must be alive and in play.

7.12 – The players, coaches or any member of an offensive team shall vacate any space (including both dugouts) needed by a fielder who is attempting to field a batted or thrown ball. This includes the base coaches' boxes and other areas outside the dugout occupied by coaches, and, in Major/Junior League, on-deck batters in their designated areas.

PENALTY: Interference shall be called and the batter or runner on whom the play is being made shall be declared out.

7.13 – Unless two are out, the status of a following runner is not affected by a preceding runner's failure to touch or retouch a base. If, upon appeal, the preceding runner is the third out, no runners following the preceding runner shall score. If such third out is the result of a force play, neither preceding nor following runners shall score.

7.14 – Minor League: When a pitcher is in contact with the pitcher's plate and possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter.

The violation by one base runner shall affect all other base runners –

- (a) When a base runner leaves the base before the pitched ball has reached the batter and the batter does not hit the ball the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made and no out results.
- (b) When a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball. The base runner, or runners, are permitted to continue. If a play is made and the runner, or runners, are put out, the out or outs will stand. If not put out, the runner, or runners, must return to the original base or bases, or to the unoccupied base nearest the one that was left. In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple.

The umpire-in-chief shall determine the base value of the hit ball.

- (c) When any base runner leaves the base before the pitched ball has reached the batter and the batter bunts or hits a ball within the infield. No run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play, except the runner who occupied third base: that runner shall be removed from the base without a run being scored.

7.15 – Junior League: Special pinch-runner. Once each inning a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player. A player may only be removed for a special pinch-runner one time during a game. The player for whom the pinch-runner runs is not subject to removal from the lineup. If the pinch-runner remains in the game as a substitute defensive or offensive player, the player may not be used again as a pinch-runner while in the batting order. However, if removed for another substitute, that player, or any player not in the lineup, is again eligible to be used as a pinch runner.

NOTE: Both this special pinch-runner and the courtesy runner for catcher (see Rule 3.04, Note 2) are permissible.

8.00 – THE PITCHER

8.01 – Legal pitching delivery

There are two legal pitching positions, the Windup Position and the Set Position, and either may be used at any time. Pitchers shall take signs from the catcher while standing on the pitcher's plate. Pitchers may **disengage** the pitcher's plate after taking their signs but may not step quickly onto the pitcher's plate and pitch. This may be judged a "**quick pitch**" by the umpire. When the pitcher disengages the pitcher's plate, he/she must drop the hands to the sides.

- (a) The **Windup Position**. The pitcher shall stand facing the batter, the pivot foot in contact with the pitcher's plate and the other foot free. From this position any natural movement associated with the delivery of the ball to the batter commits the pitcher to pitch without interruption or alteration. The pitcher shall not raise either foot from the ground, except that in the actual delivery of the ball to the batter, said pitcher may take one step backward and one step forward with the free foot. From this position the pitcher may:
1. Deliver the ball to the batter, or
 2. step and throw to a base in an attempt to pick off a runner, or
 3. disengage the pitcher's plate. In disengaging the pitcher's plate the pitcher must step off with the pivot foot and not the free foot first. The pitcher may not go into a Set or stretch position [see below]. If the pitcher does it is an illegal pitch (**Major/Junior League** – a balk). (See Penalty for illegal pitch/balk, Rule 8.05).

NOTE: When a pitcher holds the ball with both hands in front of the body with the pivot foot in contact with the pitcher's plate and the other foot free, that pitcher will be considered to be in the Windup Position.

- (b) The **Set Position**. Set Position shall be indicated by the pitcher when that pitcher stands facing the batter with the pivot foot in contact with, and the other foot in front of, the pitcher's plate, holding the ball in both hands in front of the body and coming to a complete stop. From such Set Position the pitcher may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with the pivot foot. Before assuming the Set Position the pitcher may elect to make any natural preliminary motion such as that known as "the stretch". But if the pitcher so elects, that pitcher shall come to the Set Position before delivering the ball to the batter.

NOTE: In **Minor League** the pitcher need not come to a complete stop. **Major/Junior League:** the pitcher must come to a complete and discernable stop.

- (c) At any time during the pitcher's preliminary movements and until the natural pitching motion commits that pitcher to the pitch, said pitcher may throw to any base provided the pitcher steps directly toward such base before making the throw. The pitcher shall step "ahead of the throw". A snap throw followed by the step toward the base is an illegal pitch (**Major/Junior League** – a balk). (See Penalty for illegal pitch/balk, Rule 8.05).
- (d) If the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball unless the batter reaches first base on a hit, an error, a base on balls, a hit batter or otherwise. A ball which slips out of the pitcher's hand and crosses the foul line shall be called a ball; otherwise it will be called a "no pitch" without runners on base, and an illegal pitch (**Major/Junior League** – a balk) with runners on base. (See Penalty for illegal pitch/balk, Rule 8.05).
- (e) If the pitcher removes the pivot foot from contact with the pitcher's plate by stepping backward with that foot, that pitcher thereby becomes an infielder and in the case of a wild throw from that position, it shall be considered the same as a wild throw by any other infielder.

8.02 – The pitcher shall not –

- (a) Bring the pitching hand in contact with the mouth or lips while within the dirt area ("mound") surrounding the pitcher's plate. **EXCEPTION:** Provided it is agreed to by both managers, the umpire, prior to the start of a game played in cold weather, may permit the pitcher to blow on his/her hands while on the mound. **PENALTY:** For violation of this part of the rule the umpire(s) shall immediately call a ball and warn the pitcher that repeated violation of any part of this rule can cause the pitcher to be removed from the game. However, if the pitch is made and the batter reaches first base on a hit, an error, a hit batter or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.
- (b) Apply a foreign substance of any kind to the ball.
- (c) Expectorate on the ball, either hand or the glove.
- (d) Rub the ball on the glove, person or clothing.
- (e) Deface the ball in any manner.
- (f) Rub off the ball with his/her bare hands.

PENALTY: For violation of any part of this rule (8.02b through f) the umpire shall call the pitch a ball and warn the pitcher. If a play occurs on the violation, the manager of the offense may advise the plate umpire of acceptance of the play. Such election must be made immediately at the end of the play. **NOTE:** A pitcher may use a rosin bag for the purpose of applying rosin to the bare hand or hands.

Neither the pitcher nor any other player shall dust the ball with the rosin bag; neither shall the pitcher nor any other player be permitted to apply rosin from the bag to their glove or dust any part of the uniform with the rosin bag.

- (g) Intentionally delay the game by throwing the ball to players other than the catcher when the batter is in position, except in an attempt to retire a runner, or commit an illegal pitch for the purpose of not pitching to the batter (i.e., an intentional walk). **PENALTY:** If, after warning by the umpire, such delaying action is repeated, the pitcher can be removed from the game.
- (h) Intentionally pitch at the batter. If, in the umpire's judgment, such violation occurs, the umpire shall warn the pitcher and the manager of the defense that another such pitch will mean immediate expulsion of the pitcher. If such pitch is repeated during the game, the umpire shall eject the pitcher from the game.

8.03 – Warm-up pitches. When a pitcher takes a position at the beginning of each inning, that pitcher shall not be permitted to exceed eight preparatory pitches to the catcher, or other teammate wearing a catcher mask/helmet, or adult coach acting in the capacity of catcher, during which play shall be suspended. Such preparatory pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher to be summoned into the game without opportunity to warm up, the umpire-in-chief shall allow the pitcher as many pitches as the umpire deems necessary.

8.04 – When the bases are unoccupied, the pitcher shall deliver the ball to the batter within 20 seconds after the pitcher receives the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call "Ball". **NOTE:** The intent of this rule is to avoid unnecessary delays. The umpire shall insist that the catcher return the ball promptly to the pitcher, and that the pitcher take a position on the pitcher's plate promptly.

8.05 – An illegal pitch (**Major/Junior League** – a balk), when a runner or runners are on base, is when –

- (a) The pitcher, while touching the plate, makes any motion naturally associated with the pitch and fails to make such delivery.
- (b) The pitcher, while touching the plate, feints a throw to first base and fails to complete the throw.
- (c) The pitcher, while touching the plate, fails to step directly toward a base before throwing to that base.
- (d) The pitcher, while touching the plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play.

- (e) The pitcher may not fake a pickoff throw to a base and then turn and throw to an alternate base, this will be called a balk.
- (f) The pitcher makes a **quick pitch**. Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter's box. **NOTE:** A quick pitch is an illegal pitch. In Major/Junior League it is a balk; with no runners on base it is a ball. (See exceptions in "PENALTY" below.)
- (g) The pitcher delivers the ball to the batter while not facing the batter.
- (h) The pitcher makes any motion naturally associated with the pitch while not touching the pitcher's plate.
- (i) The pitcher unnecessarily delays the game.
- (j) The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate feints a pitch.
- (k) The pitcher, while touching the plate, accidentally or intentionally drops the ball.
- (l) The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box.

In the situations noted above, in Minor League, it is an illegal pitch even when runner(s) is/are not on base.

NOTE 1: There is no balk in Minor League.

PENALTY: In all these cases the pitch shall be called a ball. If a play follows the illegal pitch, the manager of the offense may advise the plate umpire of a decision to decline the illegal pitch penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter hits the ball and reaches first base safely, and if all base-runners advance at least one base on the action resulting from the batted ball, the play proceeds without reference to the illegal pitch.

NOTE 2: A batter hit by a pitch shall be awarded first base without reference to the illegal pitch.

- (l) **Major/Junior League only:** The pitcher, after coming to a legal position, removes one hand from the ball other than in an actual pitch, or in throwing to a base.
- (m) **Major/Junior League only:** The pitcher delivers the pitch from the Set Position without coming to a stop.

MAJOR/JUNIOR LEAGUE PENALTY: The ball is dead and each runner shall advance one base without liability to be put out unless the batter reaches first base on a hit, an error, a base on balls, a hit batter or otherwise, and all other runners advance at least one base, in which case the play proceeds without reference to the balk. When a balk is called and the pitch is delivered, it will be considered neither a ball nor strike unless the pitch is ball four, awarding the batter first base and forcing all runners on base to advance. **NOTE:** Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base

runner. If there is doubt in the umpire's mind, the intent of the pitcher should govern. However, certain specifics should be borne in mind:

1. Straddling the pitcher's plate without the ball is to be interpreted as intent to deceive and ruled a balk.
2. With a runner on first base, and the runner attempting to steal second, the pitcher may make a complete turn, without hesitating toward first, and throw to second. This is not to be interpreted as throwing to an unoccupied base.

NOTE 1: If the pitcher violates (a) through (m) in this rule and throws wild to a base, the runner or runners may advance at their own risk, and it becomes a delayed dead ball.

NOTE 2: A runner who misses the first base to which he/she is advancing and who is called out on appeal shall be considered as having advanced one base for the purpose of this rule.

8.06 – Visits to the pitcher at the mound. This rule applies to each pitcher who enters the game.

- (a) A manager or coach may come out twice in one **inning** to visit with the pitcher, but the third time out, the player must be removed as a pitcher. **EXAMPLE:** If a manager visits Pitcher A once in the first inning, then makes a pitching change in the same inning, Pitcher B would be allowed two visits in that inning before being removed on the third visit.
- (b) A manager or coach may come out three times in one game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher. **EXAMPLE:** If a manager visits Pitcher A twice in the first three innings, then makes a pitching change in the fourth inning, Pitcher B would be allowed three visits in that game before being removed on the fourth visit, subject to the limits in (a) above.
- (c) The manager or coach is prohibited from making a third visit while the same batter is at bat.
- (d) A manager or coach may confer with any other player(s), including the catcher, during the visit with the pitcher. A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.

NOTE 1: At the time a pitcher is removed, a visit shall not be charged to the new pitcher.

NOTE 2: A conference with the pitcher or any other fielder to evaluate the player's condition after an injury shall not be considered a visit for the purposes of this rule. The manager or coach should advise the umpire of the conference and the umpire should monitor the conference.

9.00 – THE UMPIRE

9.01 –

- (a) The league Umpire coordinator shall appoint one or more umpires to officiate at each league game. (There are no umpires assigned to Tee Ball, Coach Pitch or LCB Buddy Ball games.) The umpire(s) shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.
NOTE 1: The plate umpire must wear a mask, shin guards and chest protector. Male umpires must wear a protective cup.
NOTE 2: It is highly recommended that all plate umpires attach a dangling throat protector to their mask.
- (b) Each umpire is a representative of the league and is authorized and required to enforce all these rules. Each umpire has authority to order a player, coach, manager or league official to do or refrain from doing anything which affects the administering of these rules and to enforce the prescribed penalties.
- (c) Each umpire has the authority to rule on any point not specifically covered in these rules.
- (d) Each umpire has the authority to disqualify any player, coach, manager or substitute for objecting to the decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.
- (e) All umpires have the authority at their discretion to eject from the playing field, (1) any person whose duties permit that person's presence on the field, such as maintenance personnel and photographers, and (2) any spectator or person not authorized to be on the playing field.
- (f) Umpires may order both teams into their dugouts and suspend play until such time as league officials deal with unruly spectators. Failure of league officials to adequately handle an unruly spectator can result in the game remaining suspended until a later date.

9.02 –

- (a) Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, coach, manager or substitute shall object to any such judgment decisions.

- (b) If there is reasonable doubt that any umpire's decision may be in conflict with these rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.
- (c) If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with, another umpire's decision unless asked to do so by the umpire making it.
- (d) No umpire may be replaced during a game unless injured or ill.

9.03 –

- (a) If there is only one umpire, that umpire shall have complete jurisdiction in administering the rules. This umpire may take any position on the playing field which will enable said umpire to discharge all duties.
- (b) If there are multiple umpires, one shall be designated umpire-in-chief. The umpire-in-chief may be a plate umpire or a field umpire.
- (c) The umpire-in-chief's duties, in addition to any plate or field duties, shall be to:
 1. Take full charge of, and be responsible for, the proper conduct of the game.
 2. Make all decisions except for those commonly reserved for the other field or plate umpire.
 3. Announce any special ground rules.

9.04 –

- (a) **The plate umpire** shall stand behind the catcher. This umpire usually is designated as the umpire-in-chief. The plate umpire's duties shall be to:
 1. Call and count balls and strikes.
 2. Call and declare foul balls except those commonly called by field umpires.
 3. Make all decisions on the batter except those specifically reserved to the field umpires.
 4. Inform the official scorekeeper of the official batting order and any changes in the lineups, substitutions and batting order, on request.
- (b) A **field (or "base") umpire** may take any position on the playing field best suited to make impending decisions on the bases. A field umpire's duties shall be to:
 1. Make all decisions on the bases except those specifically reserved to the plate umpire.

2. Take concurrent jurisdiction with the umpire-in-chief in calling "Time", illegal pitches, Major/Junior League balks, or defacement or discoloration of the ball by any player.
 3. Aid the umpire-in-chief in every manner in enforcing the rules, excepting the power to forfeit the game. He/she shall have equal authority with the umpire-in-chief in administering and enforcing the rules and maintaining discipline.
- (c) If different decisions should be made on one play by different umpires, the umpire-in-chief shall determine which decision shall prevail, based on which umpire was in the best position and which decision was most likely correct. Play shall proceed as if only the final decision had been made.

NOTE 1: In most cases there is only one umpire assigned to **Training League** games. This umpire shall assume all the duties and responsibilities indicated above for both the plate and field umpires. The umpire shall be responsible for feeding the ball into the pitching machine. When multiple umpires are assigned to Training League games, one shall be designated the umpire-in-chief.

9.05 –

- (a) The umpire-in-chief shall report to the league president within twenty-four hours after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any manager, coach or player, and the reasons for the disqualification.
- (b) When any manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, manager, coach or player, the umpire-in-chief shall forward full particulars to the league president within twenty-four hours after the end of the game.
- (c) After receiving the umpire's report that a manager, coach or player has been disqualified, the league president shall require such manager, coach or player to appear before at least three members of the board of directors to explain their conduct. In the case of a player, the manager shall appear with the player in the capacity of an advisor. The members of the board present at the meeting shall impose such penalty as they feel is justified.
NOTE: The board may impose such penalties that it feels are warranted, but may not lessen the requirements of Rule 4.07.

9.06 – Umpires shall not wear shoes with metal spikes or cleats.

SPECIAL RULES SECTIONS

The following sections detail special rules that apply to Tee Ball, Coach Pitch and Training League. They are intended to modify the style of game played at each of these levels in accordance with the abilities of players of those ages, and to prepare them in stages for the higher levels of play.

These special rules supersede similar rules found elsewhere in this book.

Tee Ball

Objective

The objective in the Tee Ball league is to ensure that every player has a safe and enjoyable playing experience with emphasis placed on developing a basic understanding of the game. Tee Ball is a non-competitive program: winning is absolutely the least important item. Each player should be evaluated on his or her own effort and attitude. Positive reinforcement is key at this level and no player can be a failure.

Managers and coaches from both teams are required to work together during games with the goal of providing an enjoyable experience and the best learning environment possible.

The ball used at this level is a “RIF”, or Reduced Injury Factor ball, a softer version of the regulation baseball, which greatly reduces the potential for serious injury.

Game score is not kept in Tee Ball and keeping scorebooks is discouraged.

The following rules and regulations apply to **Tee Ball only** and supersede similar rules found elsewhere in this book.

Game length

In Spring and Fall seasons both teams will teach basic baseball knowledge on the field for 30 minutes. After 30 minutes of instruction time, the teams will play a game for six innings or 45 minutes in length, whichever occurs first.

Batter / runners

1. All players shall bat in a continuous batting order.
2. After the start of the game, should a player be removed from a game for any reason (injury, illness, etc.) the team will skip over him/her when his/her time at bat comes up without penalty. If the absent player returns during the game, he/she is merely inserted into their original spot in the lineup and the game continues.
3. If a player arrives late to the game site he/she will be added to the end of the current lineup.
4. A maximum of 5 runs per team’s half-inning will be allowed, then teams switch sides. **OPTION:** Should both team managers agree prior to the start of the game, all batters in the lineup may take their turn at the plate, then switch sides, regardless of how many runs are scored.

5. The coach may adjust the height of the batter's tee for each batter prior to placing the ball on the tee. The tee must be placed directly on home plate.
6. Once the ball is placed on the tee, no practice swings or winding up will be allowed.
7. Strikes will not be counted in Tee Ball. All batters are permitted to swing until the ball is put into play.
8. All balls hit past the 15-foot chalk line in fair territory will count as in-play.
9. A runner must be more than halfway to the next base with the ball in the control of an infielder in fair territory to be allowed the next base. Being halfway or less requires the player to return to the prior base.

Overthrows

There is no advance on an overthrow in Tee Ball.

1. When a batted ball goes beyond the 15-foot chalk line, but not beyond the outfield chalk line (or grass line on the larger fields), the batter and all runners are entitled to only one base beyond the base occupied when the ball was hit. However, they are at risk of being put out until they reach that base safely.
2. On hits to the outfield the runners may advance until the ball has been returned to the infield area and is in the control of an infielder in fair territory. If a base runner is less than halfway to the next base when the ball come into the control of an infielder then he/she must return to the last base legally occupied. If more than halfway to the next base at the time the ball comes into the control of an infielder, the runner may attempt to reach that base, however he/she is at risk of being put out until that base is reached safely.
3. The determination of when the ball is dead and/or whether a runner is halfway to the next base is at the discretion of the coaches.

Pitchers and Catchers

1. There will be no pitching in Tee Ball.
2. The pitcher shall be positioned on the pitching mound with both feet even with or behind the pitcher's plate.
3. The catcher will be equipped with full gear. He/she may use their own glove.
4. The catcher must stand in a designated area until the ball is put into play so that a potentially thrown bat poses no danger. For example, in the case of a right-handed batter, the catcher should stand a few feet behind and to the right of home plate. The reverse would be true for a left-handed batter.

Field Presence

1. 10 defensive players will be allowed on the field.
2. All players in the game must sit out one inning before any player can sit out a second time.
3. A player may not play any position more than 2 innings per game.
4. The defensive team will have 5 infielders plus a catcher. The remaining players will play outfield positions.
5. Both infielders and outfielders should play their respective positions and are encouraged to make proper defensive plays. For example, outfielders should throw to the appropriate infielder and are discouraged from attempting infield outs on their own. Likewise, infielders should throw the ball to the appropriate base on an infield play and not attempt to run with the ball to a position that is not their own to attempt a put-out unless it is considered appropriate to do so.
6. When the ball is about to be placed on the tee:
 - (a) Infielders must be on the dirt portion of the infield or, in the case of an all-grass infield, behind the infield chalk line.
 - (b) Outfielders must be on the grass portion of the outfield or behind the outfield chalk line.
7. The ball is considered “in play” as soon as the manager/coach holds it up and presents it to the batter prior to placing it on the tee.

Manager/Coach Positioning

1. The manager/coach will assist in adjusting the batting tee prior to each player’s turn at bat and will be responsible for removing the tee after the ball has been hit.
2. On defense, **two** coaches are allowed in the outfield behind the outfielders and may coach the players during live play.
3. There will be a maximum of **six** approved adult volunteers per team allowed on the field during games. No other person is allowed in the dugout during games other than approved adult volunteers.

Coach Pitch

Objective

The Coach Pitch league has been developed as an intermediate step between Tee Ball and Training League (machine pitch). It is intended to instruct players to hit a pitched ball and to prepare them for the faster and closer-to-“real” baseball game they’ll encounter in Training League. Coach Pitch is a time for significant input and instruction by the manager and coaches, where players will be given greater insight on the specific rules and skills of the game.

The following rules and regulations apply to **Coach Pitch only** and supersede similar rules found elsewhere in this book.

Game length

In Spring seasons games are six innings or 90 minutes in length, whichever occurs first. In Fall seasons, once 90 minutes have passed the umpire will declare “last batter” and the game will end after that player’s at-bat.

Batter / runners

1. All players shall bat in a continuous batting order.
2. After the start of the game, should a player be removed from a game for any reason (injury, illness, etc.) the team will skip over him/her when his/her time at bat comes up without penalty. If the absent player returns during the game, he/she is merely inserted into their original spot in the lineup and the game continues.
3. If a player arrives late to the game site he/she will be added to the end of the current lineup.
4. A maximum of 5 runs per team’s half-inning will be allowed, then teams switch sides. **OPTION:** Should both team managers agree prior to the start of the game, all batters in the lineup may take their turn at the plate, then switch sides, regardless of how many runs are scored.
5. A coach will pitch a maximum of four balls to the batter. If the batter does not put the ball into play after four pitches, regardless of the quality of the pitches, the coach will place the ball on a tee for the batter to swing at until the ball is hit into fair territory. **NOTE:** If the last pitch is hit foul the batter is entitled to another pitch.
6. When using a tee, the coach may adjust the height of the batter’s tee for each batter prior to placing the ball on the tee. The tee must be placed directly on home plate.
7. Once the ball is placed on the tee, no practice swings or winding up will be allowed.

8. There are no strikeouts in Coach Pitch. All batters are permitted to swing at their allotted pitches or at the ball on a tee until the ball is put into play.
9. All balls hit past the 15-foot chalk line in fair territory will count as in-play.
10. A runner must be more than halfway to the next base with the ball in the control of an infielder in fair territory to be allowed the next base. Being halfway or less requires the player to return to the prior base.
11. There is no bunting allowed in Coach Pitch; the batter must take a full swing in an attempt to hit the ball.

Overthrows

1. The runner advancing to a base can advance one base on an overthrow.
2. The runner cannot advance an additional base on another overthrow on the same play. After the first overthrow, the ball is dead. Remember, one base only on an overthrow.
3. The runner may advance another base when the next batter puts the ball in play and an overthrow occurs.
4. The determination of when the ball is dead and/or whether a runner is halfway to the next base is at the discretion of the coaches.

Pitchers and Catchers

1. There are no strikeouts or walks in Coach Pitch.
2. All pitches should be thrown from a designated spot in front of the pitcher mound and thrown in the same manner to each player, which is, from one knee, overhand, with the ball thrown like a dart and not a lobbed throw.
3. Each team should identify a coach (or coaches) who can throw consistent strikes.
4. The catcher will be equipped with full gear. He/she may use their own glove.
5. Catchers will squat in the catcher's box behind home plate an attempt to catch pitched balls. When ball is placed on a tee the catcher should stand and back up for safety, and away from potentially thrown bats.
6. Catchers must wear a protective cup.

Field Presence

1. 10 defensive players will be allowed on the field.
2. All players in the game must sit out one inning before any player can sit out a second time.
3. A player may not play any position more than 2 innings per game.
4. The defensive team will have 5 infielders plus a catcher and 4 outfielders.

5. Both infielders and outfielders should play their respective positions and are encouraged to make proper defensive plays. For example, outfielders should throw to the appropriate infielder and are discouraged from attempting infield outs on their own. Likewise, infielders should throw the ball to the appropriate base on an infield play and not attempt to run with the ball to a position that is not their own to attempt a put-out unless it is considered appropriate to do so.
6. When the coach pitches the ball is about to place it on the tee:
 - (a) Infielders must be on the dirt portion of the infield or, in the case of an all-grass infield, behind the infield chalk line.
 - (b) Outfielders must be on the grass portion of the outfield or behind the outfield chalk line.
7. The ball is considered “in play” as soon as the coach pitches the ball or, if a tee is being used, when it is held up and presented to the batter.

Manager/Coach Positioning

1. The pitching coach will switch from live throw to tee after **four** unsuccessful pitches. The coach can adjust tee prior to each player’s turn at bat when needed and will be responsible for removing the tee after the ball has been put into play.
2. There will be a maximum of **six** approved adult volunteers per team allowed on the field during games. No other person is allowed in the dugout during games other than approved adult volunteers.

Training League

Objective

Training League (also called “machine pitch”) at Lakeland City Baseball has evolved over the years from a simple game involving mechanically-assisted pitching to a fast-paced game that is essentially like Minor League (the next level up), just with better pitching. It is an important developmental level that helps players quickly establish their offensive (hitting and base running) skills and provides ample opportunity for defensive development as well, since the ball is put into play in almost every at-bat.

The following rules and regulations apply to **Training League only** and supersede similar rules found elsewhere in this book.

Game length

In Spring seasons, games are six innings or 90 minutes in length, whichever occurs first. **NOTE:** Games shall continue even if one team is ahead by 10 runs after four innings. That team shall be declared the winner, however play shall continue until the allotted game time length. In this situation, once 90 minutes have passed the umpire will declare “last batter” and the game will end after that player’s at-bat. At the managers’ option the scoreboard can remain on or be turned off when the 10-run rule becomes effective, however the official scorekeeper shall remain on duty until the game has ended. (See Tournament section for exceptions during tournament play.) In Fall seasons games are 90 minutes in length. Once 90 minutes have passed the umpire will declare “last batter” and the game will end after that player’s at-bat.

Batter / Runners

1. All players shall bat in a continuous batting order.
2. After the start of the game, should a player be removed from a game for any reason (injury, illness, etc.) the team will skip over him/her when his/her time at bat comes up without penalty. If the absent player returns during the game, he/she is merely inserted into their original spot in the lineup and the game continues.
3. If a player arrives late to the game site he/she will be added to the end of the current lineup.
4. A maximum of 5 runs per inning will be allowed.
5. A batter will be allowed 4 total pitches but will not be called out if the final full-swing pitch is hit foul. **EXCEPTION:** On a bunt attempt on the last pitch that is bunted foul the batter will be called out.
6. The umpire will feed the pitching machine and at his/her discretion may call a “no pitch” in the case of a wildly pitched ball.

7. A no-pitch will only be called if the umpire feels that a ball is a pitch deemed unreasonable to be hit around the defined strike zone. However, if the batter swings at the ball it will be called a strike regardless of the path of the ball. **“No-pitch”** is a tool to be used when there is a mechanical error and is not meant to excuse batters from making bad swings.
8. If the ball is hit to the outfield and the ball is returned to the infield, the play is not automatically dead just by possession of the ball in the infield. The lead runner determines when play is stopped. If the lead runner is making an attempt to advance to the next base, without a stoppage in play, the play is alive and the umpire shall not call an automatic dead ball.
9. A batted ball which hits the pitching machine shall be called dead. The batter/runner will be awarded first base and runners will advance one base only if a force exists. If no force exists the play is dead and runners will remain at their previously attained base.
10. Bunting is permitted in Training League. Fake bunting is also allowed, however, once a batter fakes a bunt he/she may not return to the regular batting stance and attempt to hit the ball by swinging the bat. If the batter swings after attempting a fake bunt the ball is dead, the batter is out and any base runners will return to the bag they previously occupied.
11. Stealing is permitted in Training League. The following conditions apply:
 - (a) A runner may NOT steal if the catcher receives the pitch from the machine cleanly, that is to say, without dropping the ball to the ground or it getting past him or her. The ball is dead and no runner(s) may advance.
 - (b) A runner can steal when the ball is dropped or missed by the catcher, but only one base can be stolen per dropped or missed ball. **EXAMPLE:** With a runner on first base the catcher drops or misses a pitched ball. The runner can attempt to steal the next base but is in jeopardy to be put out between the bases and/or if he/she were to overrun or over-slide the next base. If an overthrow occurs in the attempt to catch the runner stealing, the runner cannot advance to the next base, however the runner is in jeopardy to be put out if he/she were to come off the bag and be tagged. The ball is dead when the overthrow occurs and/or when the umpire determines the runner has acquired the base safely. This is a judgment call. The intent of the rule is to encourage catchers to make an attempt to throw out the runner but not be concerned about additional bases being stolen if they were to make a bad throw. It is also intended to encourage runners to remain on the base they have safely acquired and not overrun or over-slide, lest they be put out.

- (c) Runners can attempt to steal any base, including home.
- 12. The Infield Fly rule will not be used in Training League.
- 13. A courtesy runner for a catcher who gets on base is permitted. The following conditions apply:
 - (a) Should the player currently in the game as catcher get on base as a result of his/her at-bat, a courtesy runner may come in to run for them. To be considered as a catcher, a player must have received at least one pitch in the catcher position in that game.
 - (b) The courtesy runner must be the player who made the out immediately prior to the catcher's at-bat. **NOTE:** If the catcher is the first batter in the inning, the courtesy runner will be the player who made the last out in the previous inning. If the catcher is the first batter in the lineup and gets on base as the first batter of the game, the last batter in the lineup shall be the courtesy runner.
 - (c) When the catcher comes up to bat, the courtesy runner should be on the bench with a helmet on, prepared to immediately substitute for the catcher should he get on base.
 - (d) A catcher who has been substituted with a courtesy runner shall return to the dugout and prepare to come out in full gear when his/her team takes the field.

Bats

Refer to Rule 1.10 of this book for information on which bats are approved for use and penalties for use of illegal bats.

Overthrows

1. The runner advancing to a base can advance one base on an overthrow.
2. The runner cannot advance an additional base on another overthrow on the same play. After the first overthrow, the ball is dead. Remember, one base only on an overthrow.
3. The runner may advance another base when the next batter puts the ball in play and an overthrow occurs.
4. The determination of when the ball is dead and/or whether a runner is halfway to the next base is at the discretion of the umpire.

Pitchers and Catchers

1. Pitching will be done each game by a pitching machine fed by the umpire.
2. The pitching machine will be set at a speed of 42 mph.
3. Adjustments can be made to the pitching machine at any time at the umpire's sole discretion in order to ensure proper pitches.
4. If a pitching machine is not available for use in a game, the offensive team's manager or coach will pitch. Each pitch

must be pitched on as straight a line to the batter as possible. (NO lob pitches).

5. Under inclement weather conditions, the umpire or board member on duty may rule it unsafe to use the pitching machine. In this case, Rule 4 of this section will apply.
6. The catcher will be equipped with full gear, including cup. The catcher must wear a catcher's mitt of any shape, size or weight consistent with protecting the hand. Managers are to have their catchers position themselves in the squat position in the catcher's box behind the batter in order to receive the pitched ball and return it to the pitcher after each pitch. Tossing it to the coach behind them is not permissible.

Field Presence

1. A team must have a minimum of 9 players to start a game. If, during a game, either team is unable to place 9 players on the field, this shall not be grounds for automatic forfeiture. A game may continue with only 8 players and be an official game. Any fewer than 8 players on a team during a game is a forfeit; this game may continue, but as an unofficial game.
2. 10 defensive players will be allowed on the field.
3. All players in the game must sit out one inning before any player can sit out a second time.
4. A player may not play any position more than 2 innings per game. **EXCEPTION:** The catcher may play 3 innings.
5. The defensive team will have 5 infielders plus a catcher. The remaining players will play outfield positions.
6. When the umpire signals to play ball:
 - (a) Infielders must be on the dirt portion of the infield or behind the infield chalk line.
 - (b) Outfielders must be on the grass portion of the outfield or, in the case of an all-grass infield, behind the outfield chalk line.
 - (c) The pitcher must have one foot in contact with the dirt portion of the mound and have both feet even with or behind the pitcher's plate until the ball leaves the pitching machine.
7. The ball is considered "in play" as soon as the umpire holds up the ball and presents it to the batter.

Coach Positioning

1. One infield (defensive) coach will be positioned behind the catcher as close to the backstop as possible and remain there while the ball is in play. He/she will not instruct or assist the

players while the batter is in the batter's box and/or the ball is in play.

2. One outfield (defensive) coach will be positioned behind the outfielders at all times and may not instruct or assist the players while the batter is in the batter's box and/or the ball is in play.
3. There will be a maximum of three approved adult volunteers per team allowed on the field during games. (For the purposes of this rule, the term "field" includes the dugout.) There must be at least one approved adult volunteer inside the dugout if players are present there. During games, no other person is allowed in the dugout other than approved adult volunteers.

LCB Tournament Rules

In Spring, once the regular season ends, every team in Training, Minor, Major and Junior League will participate in the LCB Tournaments. The tournament format will be determined at the time of the tournament by the Tournament Director.

The Tournament Director and/or the Rules Committee will issue a format/rules bulletin prior to the start of the tournament.

All tournament games

1. Mercy rules -
 - (a) For Training, Minor and Major League, 15 runs after 3 innings and 10 runs after 4 innings.
 - (b) For Junior League, 15 runs after 4 innings and 10 runs after 5 innings.
2. Protest procedures -
 - (a) No protest shall be considered on a decision involving an umpire's judgment call.
 - (b) Rule-based protests not resolved before the next pitch shall not be considered.
 - (c) Rule-based protests should be communicated **at once** to the umpire-in-chief by the manager or coach. The manager or coach must ask for time to be called. Once time is granted by an umpire, a manager or coach will address the protest to the umpire-in-chief. If unresolved, the umpire-in-chief will consult with the Tournament Director who will rule on the protest. Appeals to this decision may be made to the league president who has the final say on all protests.
 - (d) All protests regarding mandatory play requirements or ineligible pitcher(s) must be made before the umpire(s) leave the field.
3. LCB Tournament Tie Breaker – The Tie Breaker rule shall be invoked in any tournament game that either exceeds the game time limit, OR goes in to “Extra Innings”.
 - (a) In the case that the rule is invoked due to the game time limit, the rule shall begin in the Top half of the next inning after being invoked. In the case that the rule is invoked due to the Game being in “Extra Innings”, the rule shall take effect immediately.
 - (b) Both Teams shall begin their half of the inning with their last batted out being placed at second base.
 - (c) If more than one “Extra Inning” is required, each team will begin their respective half innings with their last batted out at second base, and the Batter immediately before him/her on third base.

- (d) All other rules of the game remain in effect until a winner is determined.

NOTE: If any player is unavailable to take their base assignment under this rule, the player that immediately precedes them in the batting order shall be placed at the base.

4. Curfew -

- (e) There is an 11:00 PM curfew for all games. Should a game reach that time limit it will be suspended immediately and resumed at a later date. LCB rules for resuming suspended games will apply.

Training League

1. Five-run limit per inning.
2. Defensive positions do not have to be rotated.

Minor League

1. No five-run rule.

Tournament pitching rules

1. Pitching rules for the LCB Tournaments are the same as those for regular season. **NOTE:** If a player is “playing down” an age group he/she can only pitch the maximum pitches allowed for the defined ages of the group in which he/she is playing (see Regulation IV – Pitchers). **EXAMPLE:** A player who is league age 11 playing down to Minor League cannot exceed the maximum pitches in a game of a player who is league age 10 (75 pitches).
2. For the purposes of the LCB Tournament, any required rest day(s) for Pitchers DOES carryover from the Regular Season.

Championship games

1. The championship games at all levels will have no time limit and will be subject to the mercy and curfew rules indicated below.
2. Championship games cannot end in a tie.
3. In the championship games, managers or team representatives will meet prior to the start of the game for a coin toss. The winner of the toss can elect to be home or visitor. Teams must occupy their respective Home or Visitor dugouts.

All other LCB regular season rules remain in effect for LCB Tournament play.