

LITTLE ELM AREA YOUTH SPORTS ASSOCIATION BASEBALL



Revised 07-07-24

Local Rules & Regulations

A MEMBER ASSOCIATION OF LITTLE ELM AREA YOUTH SPORTS
ASSOCIATION (LEAYSA)
[LEAYSA Baseball Website](#)

Little Elm Area Youth Sports Association Baseball

LOCAL RULES & REGULATION

The Local Rules and Local Regulations shall be adopted annually by the LEAYSA-BASEBALL Board at a meeting prior to team formation. Local Regulations are special rules that are adopted by the elected Board to cover League operations. Local Rules are special rules that are adopted by the elected Board to cover on field League play.

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GENERAL POLICIES

PLAYER ELIGIBILITY & REGISTRATION

- 1.0 **AGE REQUIREMENTS** – The age of a player for purpose of league play shall be the player’s age on or before May 1 in accordance with USSSA rules.
- 2.0 **ADVANCE PLACEMENT** – Those players who desire to advance to a higher age division will only be allowed to advance a maximum of one (1) age division above the player’s “true” age division with board approval.
 - 2.01 Each player shall request permission for advance
 - 2.02 Under no circumstances will any player be allowed to “drop down” or “play down” to their “true” age division during a season. Unless medical or behavioral situation exists that prohibits play in players “true age”. For instances where medical or behavioral situations exists, parents must submit a brief history and any necessary documentation to the board for approval. Players approved to play below their age division will be ineligible for tournament play.
 - 2.03 Individual consideration will be given to a player wanting to return to his “true age” division, with full understanding that the player will be placed in the player draft. The player will be placed on a team based on team space available. The player is not guaranteed a team spot.
 - 2.04 Teams who desire to advance to a higher age division will only be allowed to advance a maximum of (1) age division above the team’s “true” age division with board approval.
- 3.0 **“TOURNAMENT” OR “SELECT PLAYERS”** - Players can play on competitive teams and play in the recreational league assuming they follow USSSA rules and play accordance with the division’s registration policies. Select players will be permitted to play on rec teams. Not more than 4 can be on a single team roster. In the event a select player is frozen on a roster in the same division as their recreational team, the select player will not be permitted to participate with the recreational team in any USSSA tournament.
- 4.0 **“TEBA Players”** - Players can play on TEBA teams and play in the recreational league as long as they were rostered to the recreational team through the Team Formation process.
- 5.0 **REGISTRATION REQUIREMENTS** – Any child meeting the requirements as to age and residence in compliance with LEAYSA Baseball By-laws and or the Local Rules & Regulations rules shall be eligible to participation. The LEAYSA-Baseball Board shall make its best efforts to place every eligible child on a team following timely submission of registration forms and the following policies are met.
 - 5.05 A properly executed registration for membership (Registration Form) for each player must be submitted to the Association along with the proper fee prior to the start of the Season. Late Registrations will be taken with an additional fee set prior to opening regular registration.
 - 5.06 Proof of age is required on each new player. A copy the player’s birth certificate must be submitted with the registration form for 6U through 14U divisions. The LEAYSA Baseball Board may require re-examination of proof of age in the event of a dispute.
 - 5.07 No team will be issued uniforms or begin play without having submitted properly executed documents.
 - 5.08 Teams residing outside the LEAYSA-Baseball boundaries that are approved for participation in LEAYSA Baseball shall be required to pay any applicable fees before they will be scheduled for any games within the LEAYSA-Baseball league.
 - 5.09 Should a player or team withdraw or be expelled from LEAYSA-BASEBALL for any reason, no part of the fees that have been paid shall be returned.
 - 5.10 Coach, Team Manager, & Player registration forms shall be valid only for the current season. All must complete a new registration form at the start of each season.
 - 5.11 A player, upon placement with a team, must stay with that team for the entire Baseball season. Unless the Executive LEAYSA-Baseball Board approves a transfer or withdrawal.
 - 5.12 If a player drops from a team during the Baseball season without a release, he/she will not be allowed to play for any other team during that Baseball season.
 - 5.13 Any player on a Team Roster has the option of returning to that team or returning into the player draft for assignment to a new team at the start of the next season.
 - 5.14 Players not returning to existing teams within an allotted time set by the LEAYSA Baseball board during registration shall be placed in the player draft, from which they will be randomly assigned or drafted to a team.
 - 5.15 No player may be registered and/or added to a Team Roster after the third game of the season has been played by the team, unless the number of players on the roster drops below the minimum set by the LEAYSA-Baseball Board.

- 5.16 Registration form must be submitted to the LEAYSA-Baseball League at least forty-eight hours prior to the first game in which the new player participates. Failure to do so will result in forfeiture of all games in which the added player(s) played.
- 5.17 Allowing a player, for whom LEAYSA-BASEBALL holds no registration, to play in any game shall result in forfeiture of all games in which that player participated. The player and/or coach may be suspended from participation in LEAYSA-BASEBALL for a period of one year for any violation of the above.
- 6.0 REGISTRATION – FINANCIAL ASSISTANCE** – LEAYSA Baseball firmly believes that each child who wishes to play baseball should be entitled to do so regardless of skill, gender, or financial circumstances.
- 7.0 LEAYSA Baseball Financial Assistance Program** – To aid parents who may need assistance with registration fees, LEAYSA Baseball has a comprehensive scholarship program that covers the following areas:
 - 7.01 Full financial assistance that cover all registration fees
 - 7.01.A Requires two (2) Adults to volunteer for eight (8) – one (1) hour volunteer hours- Concession duty/Special event coverage (Total of 16 Hours)
 - 7.02 Partial financial assistance that cover 50% of the registration fees
 - 7.02.B Requires two (2) Adults to volunteer for four (4) – one (1) hour volunteer hours- Concession duty/Special event coverage (Total of 8 Hours)
- 8.0 Eligibility Requirements**

Specifically, to be eligible, the following information must be provided to LEAYSA Baseball:

 - 8.03 Must disclose any other scholarships being received within past 2 years from ALL LEAYSA Sports.
 - 8.04 Agrees to participate in the majority of practices and games (failure to do so may impact the participants' ability to qualify for future scholarships)
 - 8.05 An explanation of the financial hardship (explain in the FINANCIAL HARDSHIP EXPLANATION section) & Financial Documentation
 - 8.06 A copy of the most recent year's W-9, unemployment records, or financial documentation such as bank records
 - 8.07 LEAYSA Baseball registration form containing all of the player's information (medical, address, etc.)
 - 8.08 Proof of age- Birth Certificate - indicating that the player(s) meet(s) requirements in order to play
 - 8.09 Letter of reference from family member or friend

How to Apply:

The request process is very straight forward. To ensure proper due diligence, every request is examined and assessed on its own merit.

- Once the documents have been submitted, the LEAYSA Baseball Board will review the request. The review period can take up to 5 days to complete after registration is completed.
- LEAYSA Baseball Board will respond indicating the request has been received, ask questions, and/or ask for additional documentation
- After the close of regular registration, the LEAYSA Baseball Board will respond via e-mail with a decision on the request.

9.0 Terms and Conditions

If the request is approved, the following terms and conditions will apply:

- 9.01 Participant should NOT be playing in any "Select" program, regardless of sport.
- 9.02 The financial assistance covers the registration fee only for one season in all or in part. It does not cover player equipment or uniform accessories outside of Baseball cap & Jersey such as (bat, gloves, socks, pants, or belts).
- 9.03 Parent or legal guardian agrees to "re-pay" the League through volunteering hours at League functions and activities.
 - 9.03.A 50% of the volunteer hours must be completed by mid-season, and the remaining 50% to be completed at least 1 week before the end of regular season.
 - 9.03.B The Baseball board will outline, at the beginning of the season after registration has closed, the due dates upon which hours must be completed by in order to retain the scholarship.
 - 9.03.C If hours are not completed by the due dates set, the scholarship will be revoked and payment must be made within two weeks of the missed due date.
- 9.04 If the recipient (parent or legal guardian) is unable to complete volunteer hours to "re-pay" the league the following conditions will apply:
 - 9.04.A The original registration fee (in whole or in part) will be applied back on the members account and the account will be considered outstanding.

- 9.04.B The registration fee will then be due in full. Players with outstanding balances will be ineligible for playoff games, end of season awards, and future registrations until balance is resolved.
- 9.05 The player must meet all residence and proof age requirements (all required documents must be verified prior to the skills evaluations) A registration form must be completed for the player - providing essential details including address, contact information, media and medical authorization.

10.0 LEAYSA- Baseball Payment Plans:

LEAYSA Baseball firmly believes that each child who wishes to play baseball should be entitled to do so regardless of skill, gender, or financial circumstances.

Payment Plans:

4 Payments – 25% of Registration fee due per scheduled dates; initial payment due at time of payment plan agreement.

2 Payments – 50% of Registration fee due per scheduled dates; initial payment due at time of payment plan agreement.

How to apply for a payment plan:

Email info@leaysabaseball.com

Include the following information:

Player Name

Division Registering for

Type of payment plan you are applying for

Terms & Conditions:

- 10.01 Payments must be made based upon the payment plan schedule, on or by the scheduled date, to the LEAYSA Baseball Board.
- 10.02 If due date is missed a \$5.00 late fee will be added to the next payment.
- 10.03 If more than 2 due dates on a 4 Payment schedule or more than 1 due date on a 2 Payment schedule are missed, the balance will be due immediately for the player to be eligible to participate in the next scheduled game.
- 10.04 If balance exists at the end of the regular season the player will be listed as unpaid and forfeits end of season trophy and eligibility for future play under LEAYSA Baseball until payment is resolved. A \$15.00 fee will be added for each month after the regular season has ended if a balance is still owed.
- 10.05 LEAYSA Baseball will accept cash or check for payments.
- 10.06 However, should a check be returned for insufficient funds, a NSF fee of \$25.00 will be added to the balance of the account and future payments must be in the form of cash or money order.
- 10.07 Payments can be dropped off in an enclosed envelope with the Player's Name and Division on the outside to any baseball event or can be mailed to PO Box 103 Little Elm, TX 75068

TEAM FORMATION

11.0 A (RECREATIONAL) TEAM FORMATION

Team formation will be handled under the direction of the LEAYSA-Baseball Board for the following:

- 11.01 TBALL Divisions will be formed at the discretion of the LEAYSA Baseball Board; no draft will be used for these divisions. Player and coach requests will be allowed but not guaranteed only in these divisions.
- 11.02 Divisions 6U through 14U will be formed using a "player draft" format
- 11.03 Returning teams/coaches from the previous baseball year are allowed to "PROTECT" players from the team's roster to play in the new baseball season, provided the following guidelines:
- 11.03.A All players must be in compliance with the age requirements of the division.
- 11.03.B Players have completed all necessary registration processes prior to draft.
- 11.03.C Protected players must have parent consent via Protected Player Form, prior to draft.
- 11.03.D Player must have been previously drafted to the team roster; unless the player is on a 5U roster that is moving up to 6U division.
- 11.03.E Coaches with multiple teams in adjacent division cannot merge rosters. Player(s) cannot transfer from one roster to another roster under the same coach.

- 11.04 Maximum Number of “PROTECTED” players per division will be determined at the beginning of each season and outlined in the registration information (**Coaches’ children count as a “PROTECTED” player**).

12.0 PLAYER DRAFT

- 12.01 The Baseball Board, prior to the draft, will determine the number of players per team. The number of draft picks will be determined by team size.
- 12.02 Coaches will draft their players based on a combination of the lottery system and the draft hierarchy detailed in the Draft Procedure.
- 12.03 The draft will be conducted by choosing players from the appropriate age list based on the results of the player’s skill evaluation.

13.0 SKILLS EVALUATION

- 13.01 All LEAYSA Baseball players registered in 6U through 14U that are NOT “protected” must attend any scheduled skills evaluations to be considered as an eligible draftee. (Coaches’ children count as a protected player & excluded from skills evaluations)
- 13.01.A Players who do not attend the skills evaluation will be placed in a blind draft and will be chosen after the eligible draftees have been chosen.
- 13.01.B In the event that weather cancels all skill evaluations, all players not protected will be chosen from a blind draw format using registration information only.
- 13.02 Each team must have a coach representative register, sign-in and assist with the skills evaluation. Any team that does not assist at the skills evaluation will automatically become last in the draft order for each round in the Player Draft. If the team is already in the last draft position, the team will automatically become last in the practice selection process for their respective division.

14.0 DRAFT RULES

- 14.01 Draft activities are held as a confidential proceeding to maintain their integrity and fairness and to protect LEAYSA-Baseball and Coaches from misunderstandings with players and parents/guardians.
- 14.02 Discussion of draft procedures is not permitted outside the draft facility.
- 14.03 Team draft order will not be discussed outside the draft facility.
- 14.04 Coaches will not discuss draft activities with coaches outside their corresponding age group.
- 14.05 Trades are allowed with board approval, but no “gentlemen agreements” will be allowed.
- 14.06 No comparison of the drafting of “unprotected” players versus returning players outside the draft facility.
- 14.07 Player and/or parent guardian will not be told the order in which the player was drafted.
- 14.08 Any contact with a drafted player and his/her family is to be made solely by the coaching staff of the drafting team and should be made immediately upon completion of the draft.
- 14.09 Draft sheets and other draft materials are the property of LEAYSA Baseball and will be kept by the Board
- 14.10 Only the Head Coach and one Assistant Coach per team within an age group and any Board member actively involved with the draft may attend draft activities. Parents/guardians and players are not permitted to attend draft activities.
- 14.11 Coaches may not recruit players to LEAYSA Baseball with the implied intent that the child will play for his/her team, nor may they make any commitment to any player or parent/guardian about whom they intend to draft, as there is no guarantee that another team will not select a draft eligible player. In addition, Coaches may not, in any way, manipulate a player or parent/guardian into refusing to play for another team.

15.0 DRAFT PROCEDURES

- 15.01 Teams that have fewer than four protected players will draft up to four players to get to the team roster minimum.
- 15.01.A Newly formed teams will draft their minimum player roster based on a lottery system of picking numbers from a hat. The Head Coach will draw a number from the lottery hat to determine draft position. There will be

- one number in the hat to represent each team in the drawing. If there is only one team, the Head Coach will automatically draft first in the minimum player draft process.
- 15.01.B Teams moving up to the next division will draft second in reverse order of their prior season standings (excluding playoffs).
- 15.01.B.1 Exception: 5U Teams moving up will use the lottery draft as there are no prior season standings.
- 15.01.C If there is only one team, the Head Coach will automatically draft after the newly formed team(s) or draft first if there is no newly formed team for the division.
- 15.01.C.2 Division standings guidelines will be followed in case of a regular season tie.
- 15.01.D Returning teams will draft in reverse order of their prior season standings (excluding playoffs). If there is only one team, the Head Coach will automatically draft after the team moving up or draft first if there is no team moving up or newly formed team for the division.
- 15.01.D.1 Division standings guidelines will be followed in case of a regular season tie.
- 15.01.D.2 A returning team is defined as any team that played in the prior season, any team that played in the Spring, skipped the fall and returned in the following Spring season or vice versa and is being led by the Head Coach from the prior season
- 15.01.D.2.a Exception: If the Head Coach steps down or is removed by the board, one of the Assistant Coaches from the prior season can lead the team forward as a returning team.
- 15.01.D.3 Any team that returns after skipping a season will be placed at the bottom of the returning team draft order.
- 15.01.E Once the minimum player draft order has been established, players will be drafted in order by all 3 levels (Newly Formed Teams, Teams Moving Up and Returning Teams) until each team has reached the minimum of 4 players.
- 15.02 Once all teams have at least (4) four players, then all teams will be eligible to start drafting players.
- 15.02.A Newly formed teams will maintain their existing draft position from the minimum roster draft process.
- 15.02.B Teams moving up to the next division will draft in reverse order of their prior season standings.
- 15.02.B.1 Exception: 5U Teams moving up will maintain their existing draft position from the minimum roster draft process. If the order was not established during the minimum player roster draft; the order will be set now by picking a number from a hat.
- 15.02.B.2 Division standings guidelines will be followed in case of a regular season tie.
- 15.02.B.3 All teams that move up will draft prior to any returning team.
- 15.02.C Returning teams will draft in reverse order of their prior season standings.
- 15.02.C.4 Division standings guidelines will be followed in case of a regular season tie.
- 15.02.C.5 A returning team is defined as any team that played in the prior season, any team that played in the Spring, skipped the fall and returned in the following Spring season or vice versa and is being led by the Head Coach from the prior season
- 15.02.C.5.a Exception: If the Head Coach steps down or is removed by the board, one of the Assistant Coaches from the prior season can lead the team forward as a returning team.
- 15.02.C.6 Any team that returns after skipping a season will be placed at the bottom of the returning team draft order.
- 15.02.D This process will continue until all of the players in the draftable pool are chosen.
- 15.03 When going through the draft process a coach may not skip over his/her pick or switch a pick with another coach; all players, draftable or blind must be picked/placed in order according to each teams' draft position, until a team is full, or are players are drafted/placed"
- 15.04 Draft order will repeat in each round.
- 15.05 Approximately (2) two minutes will be allotted per team per draft selection.
- 15.06 Once all such players have been assigned and only non-evaluated players remain, the next team in the current draft order will receive the first supplemental (non-evaluated) player by blind pick. Additional supplemental players will continue to be distributed in the order of the draft selections.
- 15.06.A All players NOT attending the skills evaluation will be placed into a "blind draft", with player's names on slips of paper, and Coaches will draw until all "blind picks" are placed on teams.

- 15.06.B Non-evaluated players / "Blind picks" are ineligible for trades. Once "blind pick" is selected they are frozen to the team that selected them.
- 15.07 After all players, have been drafted or selected by "blind pick" to a team, a trading period of (5) five-minutes will be held. All trades must be presented and approved by league commissioner/board at the draft. At the end of the (5) five-minute period all rosters are final and no trades will be made unless approved by the baseball board.
- 15.08 If the league receives additional player registrations, the next team with an open roster slot(s) in order by draft procedures shall receive the next available registered player.
- 15.09 The LEAYSA Board reserves the right to address any draft order discrepancies and all board decisions are final.
- 15.10 The LEAYSA Board has final approval on all team rosters and has the ability to move players on any given roster.
- 15.10.A * All rosters will be sent out to coaches 24 hours after the draft.
- 15.11 All questions by players, parents/guardians or other members of the Association with regard to the draft, its procedures or outcome must be referred to the Board.

16.0 RELEASES

In the event of serious incompatibilities in the player/coach or parent/coach relationship that has been documented with the League, the player/parent or coach may request such a release. Any resulting action requires approval of the LEAYSA Baseball Board.

17.0 DISBANDMENTS

Any registered team is considered under contract with LEAYSA BASEBALL and shall not be disbanded without prior consideration of the LEAYSA Baseball Board during a season. The coach, prior to resigning, will inform the LEAYSA Baseball Board of their intentions. If the coach cannot find a successor, the LEAYSA Baseball Board will "adopt" the team temporarily and assist the players' parents in selecting and securing new leadership.

If, after all possible efforts by the President, Division Commissioner and team, a new head coach cannot be found, the President and/or Division Commissioner will declare each player a free agent and will make every effort to place each player on a team.

LEAGUE STRUCTURE

18.0 LEAGUE TIMELINE

Baseball Year: Fall to Spring

RECOMMENDED PLAYING SEASONS

- Spring Season: March through June (Primary Season)
- Fall Season: August through November

19.0 PARK RULES

19.01 NO METAL CLEATS

19.02 NO GUM

19.03 NO SUNFLOWER SEEDS

19.04 NO AIR HORNS or Distracting Noisemakers.

19.05 MUSIC/WALK UP MUSIC is allowed in accordance to the following guidelines

19.05.A Pre-game: Coaches are responsible for ensuring their speaker is pointed in the direction of their team and not the opposing team

19.05.B Half-Innings: Coaches are responsible for ensuring that only the defensive team is playing music

19.05.C Live Play: Coaches are responsible for ensuring that music is not played during live play

19.06 NO MOTORIZED VEHICLES/SCOOTERS/RAZORS/BIKES - (Wheelchair/Handicapped assisted vehicles are permitted) Coaches are to inform all parents and spectators that NO transportation items (other than wheelchairs and strollers) are allowed at Cottonwood. This includes, but is not limited to skateboards, scooters, roller skates, rollerblades, Heelys, or any other type of board that can leave a person's body. This is to ensure the safety of all spectators.

- 19.07 NO SMOKING OR USE OF TOBACCO PRODUCTS - Smoking or use of tobacco products in the presence of children is prohibited. This includes games, practices and any and all LEAYSA Baseball related events. This includes using E -sig or vapors.
- 19.08 NO ALCOHOL OR DRUGS - Using, possessing, or being under the influence of alcohol or illegal drugs in the presence of children is prohibited. This includes games, practices and any and all other LEAYSA Baseball related events.
- 19.09 PLAYGROUND POLICY - LEAYSA Baseball is not responsible for any actions of any party or incidence that occur on the playground. Patrons, parents, players, or coaches are advised to keep watch over children.
 - 19.09.A No rough-playing, climbing inappropriately on equipment, throwing balls on awning, or damaging property.
 - 19.09.B Children seen/reported to the LEAYSA Baseball Board not complying with the above regulations will be given one verbal warning then on the second occurrence the parent & child will be asked to leave the grounds.

20.0 PRACTICE OUTLINE & GUIDELINES

- 20.01 Authorized Practice Locations will be designated by the LEAYSA Baseball Board.
- 20.02 Practice is defined as any gathering of players, a team or individual players on a team to discuss the subject of the sport
- 20.03 Coaches will be held responsible for any damages to equipment and/or property
- 20.04 It is mandatory for each team to maintain the cleanliness of the fields. Failure to comply will result in a one (1) game suspension for the Head Coach per violation. The areas include the dugout and current field of play.
- 20.05 Teams are restricted from practicing on the LEAYSA Soccer fields located across from Little Elm Park or other designated fields.
- 20.06 Practices scheduled will be outlined in accordance with the Town of Little Elm's Athletic agreement.
- 20.07 Coaches will be responsible for checking the safety of each participant's equipment. Replacement league equipment can be requested.
- 20.08 Practice can be held on any day except on scheduled game days.
- 20.09 Practices must not exceed two hours and only one practice may be held per day.
- 20.10 Conditions of participants must be watched, especially in hot weather. Water breaks are required every 15 minutes.
- 20.11 Practice will stop immediately if deteriorating weather (lightning, wind, etc.) might cause injury to the participants.
- 20.12 League scheduled practices will be subject to the approval of LEAYSA Baseballs & the Town of Little Elm when weather does not permit.
- 20.13 A league practice calendar will be used at the Authorized practice locations to assist teams in scheduling.

21.0 GAME SCHEDULING

- 21.01 Game Schedules will be posted at least 1 week before the opening day of the current season. The Baseball Board will reschedule games cancelled for any reason if schedule permits.
 - 21.01.A All teams will get an equal number of home games and away games each season for all games played between teams within LEAYSA.
 - 21.01.B The initial schedule will attempt to have each team in the same division have the same number of weekend games and weeknight games. Games that are rescheduled due to weather or umpire no shows will be rescheduled as availability dictates.

22.0 INCLEMENT WEATHER PROCEDURES

- 22.01 The field official or League official has the authority to postpone a game in play because of weather conditions.
- 22.02 At the discretion of the LEAYSA-Baseball Board, on days in which the quality of weather or field conditions dictates, all league games/practices shall be suspended.
- 22.03 Upon the discretion of the LEAYSA-Baseball Board and its agents, fields will remain closed until suitable playing conditions exist.
 - 22.03.A On days which the temperature outside is 90 degrees or above, water breaks for players MAY be implemented, by the league or umpire of the sport. The break shall last five minutes and game time shall not be stopped for breaks. Time will not be made up and games will not be extended because of water breaks.
 - 22.03.B Teams MUST report to the playing fields ready to play unless OFFICIALLY NOTIFIED. A Ten-minute grace period will be allowed past the scheduled time. After Ten minutes into the scheduled game time, forfeiture for the team not in attendance will be declared. A double forfeit will be declared if neither team arrives within ten minutes of game time. A FORFEIT is equivalent to a LOSS. Coaches must not assume that a game has been postponed.
 - 22.03.C Information regarding rainouts, delays, and cancellations will be posted updated through the league rainout line.

23.0 WEATHER RELATED RULINGS

- 23.01 At the direction of the umpires or League officials, a game will be shortened due to weather or conditions potentially harmful to the players. Lightening within 8 miles of the playing fields will be grounds for delaying, suspending or cancelling a game. The umpire or league official will impose a 30-minute game delay for lightening within 8 Miles of playing field. Any additional lightning strikes within 8 miles of playing fields will reset the 30-Minute clock. A delay for lightening will be a "all clear" situation. Meaning all playing fields and non-safe structures must be evacuated.
- 23.02 If league officials deem weather unsuitable for continuation of play, they will announce to the head coaches "game suspension/game conclusion". Incomplete games/ "rain outs"/suspended game will be re-scheduled by the LEAYSA Baseball Board if schedule permits.

24.0 GAME INTERRUPTIONS DUE TO WEATHER

- 24.01 3/4U-5U TBALL games will be considered complete if both teams have batted through their entire lineup.
- 24.02 6U-12U games will be considered complete if 3 innings are played unless the home team has scored more runs than the away team after 2 ½ innings have been played
- 24.03 14U games will be considered complete if 4 innings are played unless the home team has scored more runs than the away team after 3 ½ innings have been played
- 24.04 Rescheduling games because of adverse field or weather conditions will be the sole responsibility of the Baseball Board. The decision to delete or reschedule games due to adverse field or weather conditions will be the responsibility Baseball Board.

25.0 RESCHEDULING GAMES

- 25.01 The Baseball Board will be responsible for rescheduled games, when necessary including for adverse field or weather conditions and umpire no shows.
 - 25.01.A Reschedule request will only be considered if the function prohibits the team from fielding enough players to play. Requests for reschedule must be submitted in writing to the LEAYSA-Baseball Board at least 1 week before the scheduled game.
 - 25.01.B The LEAYSA-Baseball Board will consult & decide on the request and will then notify both teams (Coach or Manager) of the decision, on the request for the rescheduled game.
- 25.02 In the event of a possible umpire no show for a scheduled game the following process will be followed:
 - 25.02.A As a general guideline, umpires are to arrive 10-20 minutes before the scheduled game time. In the event the board member on duty or coaches do not locate the scheduled umpires on site 10-20 minutes before the game time the board member on duty will proceed as follows:
 - 25.02.A.1 Contact the Umpire Coordinator, Vice President, and or President- Inform the parties of no show of umpires' Parties will attempt to find a replacement umpire within a 10-15 minute window.
 - 25.02.A.2 If replacement is found the game will continue as scheduled as soon as the umpire enters the field.
 - 25.02.A.3 In the event a replacement umpire is not found then board member will declare NO replacement umpire and cancel the game. The scheduled game will be rescheduled if scheduling permits.
 - 25.02.A.4 In the event the parties cannot be reached in an appropriate time window then board member will declare NO replacement umpire and cancel the game. The scheduled game will be rescheduled if scheduling permits.
 - 25.02.A.5 There will be no agreement between coaches to play as an official game o Teams will be allowed to use the field for a scrimmage (if time allows).

26.0 UNIFORMS/EQUIPMENT

- 26.01 LEAYSA Baseball will provide uniforms for all teams. Player uniforms consist only of Baseball Jersey & Hat LEAYSA Baseball will provide the following equipment to Head Coaches of each team in available equipment bag:
 - 26.01.A T-ball Teams - Catchers helmet, Chest plate, Tee, Poly Dots, & Batting helmets (if available)
 - 26.01.B 6U – 8U- Player Pitcher face mask, Catchers helmet, Chest plate, & knee/shin guards, Batting helmets (if available), & Tee (if available)
 - 26.01.C 10U-14U – Catchers helmet, Chest plate, & knee/shin guards
- 26.02 Damage or lost, not including normal wear and tear, of the LEAYSA Baseball League equipment and/or facilities will not be tolerated. Violators will be required to replace and/or pay a fine (the amount to be determined by the LEAYSA Baseball Board) equaling the value of the damaged or lost equipment. Trophies will not be given out until all equipment has been returned or replaced and signed off by the LEAYSA Baseball board.

- 26.03 Protective headgear for batters, base runners, on deck batters, player coaches and catchers is required. Regulation size home plate, pitching plate, and bases are provided on all LEAYSA Baseball game fields. Coaches will be issued baseball equipment by LEAYSA Baseball.

POST SEASON

27.0 DIVISION STANDINGS GUIDELINES

In the case of a regular season or pool play record tie, the following criteria (in order listed) will be used to determine end of season standings as well as tournament seeding where applicable:

Head-to-Head Play
Runs Allowed
Runs Scored
Coin Toss

28.0 REGULAR SEASON PLAYOFFS & AWARDS

Playoffs will be held at the end of the regular season for 6U through 14U divisions if schedule permits. T-Ball will not have playoff games. Season & Playoff trophy awards will be outlined by the league each season.

29.0 LEAYSA BASEBALL HOSTED TOURNAMENTS

LEAYSA Baseball reserves the right to host tournaments during a baseball season. Teams from surrounding cities will be contacted to participate. A fee will be required by all teams wishing to participate in a tournament. LEAYSA Baseball teams will not be exempt from paying the entry fee. Trophies will be awarded at the discretion of LEAYSA Baseball.

GENERAL RECREATIONAL LEAGUE RULES

PARTICIPATION

30.0 PLAYER PARTICIPATION RULE

- 30.01 6U -10U - No player may sit out two (2) consecutive innings within a single game.
- 30.02 Any Coach in violation of LEAYSA Baseball's Player Participation Rule will be suspended from the teams next game. (Refer to the LEAYSA Baseball Bylaws for suspension rules.)
- 30.03 Any player, who is injured and cannot play further in the game, will not be held to the Player Participation Rule. If a player is injured and must come out of the game that player may not return to the game. No out is recorded.
- 30.04 If a player becomes ill and must come out of the game, when it is the ill players turn at bat the team will record an out if he/she has left the game.
- 30.05 In the event a parent has requested a player to sit out of play in a game it must be announced at the plate meeting before game starts, player must be in uniform and will be allowed to sit in the dugout, player will not be listed on the official lineup and will not enter the game under any circumstances.

31.0 PLAYER REQUIREMENTS

- 31.01 The batting order shall constitute all present players on the team at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order (line up). All players on the line up shall bat before returning to the top of the batting order.
- 31.02 Teams may start a game with eight (8) players. Having less than eight (8) players will result in a forfeit.
- 31.02.A When a team begins play with 8 players an out will be recorded at the 9th spot in the batting order. If a team who began play with 8 players now has 9 players the team will not have to take out.
- 31.03 A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
- 31.04 Defensive positions must be filled in the following priority:
- 31.04.A Infield – 1st base, 2nd base, Short Stop, 3rd Base, pitcher, and catcher
- 31.04.B Outfield – Left, Right, Left center, and Right center (if applicable)

32.0 REQUIRED SUBSTITUTIONS

- 32.01 Players must be substituted for and may not re-enter the game until the next appropriate substitution time in these situations:
 - 32.01.A A player whose injury required the suspense of play.
 - 32.01.B A player who received a caution.
 - 32.01.C A player that is bleeding must be substituted for and may not re-enter the game until the next appropriate substitution time after the bleeding has been stopped.
 - 32.01.D Free substitutions on defense. Line ups are not to change

33.0 BLOOD RULE

Any player with visible bleeding must leave the game until you are able to stop the bleeding and/or bandage injury. Free substitutions apply. If that player is due to come up to bat, you will skip that player with no “automatic out called”.

34.0 COURTESY RUNNERS

Courtesy runners will be allowed for 6U-14U age divisions in the event of an injury. Courtesy runners may also be used for (returning) catchers or pitchers to prevent delay of game. The courtesy runner will always be the player who was the last batted out.

GAME RULES

35.0 GAME PROCEDURES

- 35.01 The Head Coach of each team is to meet with the umpire(s) prior to game time, at home plate, for introductions and rule clarifications. This meeting is NOT to be treated as routine and thus unimportant. **Coaches cannot agree to change or ignore the rules.** The umpire must clearly announce the start time of the game to both the home and visiting teams.
- 35.02 The Winning Team's Head Coach shall be responsible for the official score. Within 48 hours of the game ending, the Head Coach of the winning team must log into SportsEngine to report the final score of the game.
- 35.03 Additionally, all 10U-14U Head Coaches must report the number of pitches thrown by each player for every game.

36.0 GENERAL GAME POLICIES

- 36.01 COACHES ARE RESPONSIBLE FOR THEIR TEAM AND FAN'S CONDUCT AT ALL TIMES. PARENTS WHO ARE UNRULY WILL BE WARNED AND WILL BE REMOVED FROM THE AREA, IF NECESSARY. GAME FORFEITURE CAN RESULT IF THE UMPIRE OR LEAGUE OFFICIAL DEEMS NECESSARY.
- 36.02 Coaches shall provide typed line-ups with player's names and numbers at least 5 minutes before the start of a game to the scoring volunteer to enter (in batting order) into the league provided scorebooks.
- 36.03 Home team will set up the field (by ensuring bases are at the correct base length for the age division) and shall provide a volunteer to record the score in the Official Score Book.
- 36.04 Visiting team shall provide a volunteer to man the scoreboard.
 - 36.04.A When playing, interlock visiting teams (teams from outside home town), the home team (hosting team) will be responsible for both the score book and score clock.
- 36.05 Pre-game warm ups – No team shall use any part of the infield prior to game time.
- 36.06 Coaches are encouraged to make sure their catcher is ready for the next inning; when the 2nd out is reached.
- 36.07 Coaches & players must wear the league issued/approved uniform in all games. A player will not be allowed to play in any game if they are not “in uniform”. Preferably, jerseys need be tucked in and caps worn on the fields at all times.
- 36.08 Metal cleats are NOT allowed on portable mound fields and/or per field location rules on ANY Little Elm field, per our agreement with the city of Little Elm.
 - 36.08.A Metal cleats and Molded cleats are NOT allowed on portable pitching mounds
- 36.09 All players must remain in the dugout except the batter and on-deck batter.
- 36.10 All batters and runners must wear a protective helmet.
- 36.11 The catcher must wear all assigned protective equipment at practices, games, or when warming up a pitcher.
- 36.12 Bat Boys may be used but they must wear batting helmets.

37.0 "NO CONTACT" RULE

- 37.01 Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Attempting to jump, leap, or dive over the fielder and / or catcher is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties.
- 37.01.A Penalty: The runner shall be called out and may be ejected from the game at the umpire's discretion.
- 37.01.B Comment: When enforcing this rule, the umpire should judge the runner's intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional and / or malicious, then the runner should be declared out and ejected from the game.
- 37.01.C If a defensive player, outside of making a play on the offensive player, initiates contact with the offensive player and it is deemed to be intentional, the runner will be awarded the base. If the "No Contact" rule is called, the player is deemed out prior to achieving the base.

38.0 REASONS FOR FORFEITURES/SUSPENSIONS

- 38.01 Failure to provide volunteers for the team's scorekeeping and operation of scoreboard during games will result in a warning for the first offense, the offending team loses the ability to protest any outcome of the game and head coach must appear in front of the board to discuss. Second offense will result in a \$50 fine for the head coach and a 1 week 1 day suspension of the head coach. Third and subsequent offenses will result in the season suspension of head coach. Suspension rules will apply and Head coach will have to appear in front of the board to explain actions.
- 38.02 At no time will practices be permitted on a prepared (chalked) or closed game field by LEAYSA Baseball. Violation of this rule will result in a mandatory one game suspension.
- 38.03 Allowing a player, for whom LEAYSA BASEBALL holds no registration, to play in any game shall result in forfeiture of all games in which that player participated. Coach shall be warned on the first offense and any other occurrence shall result in suspension.
- 38.04 Un-Sportsmanship like Conduct on behalf of players, coaches, or spectators. Coaches are responsible for the conduct of all players & spectators at all times.
- 38.05 Spectators who fail to comply with any of the rules set by the LEAYSA Baseball League on the "Parent Code of Conduct" will be given a warning on the first offense and removed from the area on any other offense. Game forfeiture can result if the umpire deems necessary.
- 38.06 Throwing the Bat – Bat throwing is potentially dangerous to the catcher, umpire and on deck hitter. If a bat is thrown, the offensive team will receive one warning (TBALL-8U) any subsequent violation will result in the batter being called out.

39.0 GAME PROTESTS

- 39.01 Game protests shall be made immediately to head umpire and to a LEAYSA Baseball Board member before the next pitch following the dispute. All protests must be accompanied with a \$50.00 check made payable to LEAYSA Baseball. If their protest is upheld, the fee will be returned. Protests filed involving the umpire must be made to a LEAYSA Baseball board member before the next pitch following the dispute of the game being protested. Judgment calls by the umpire shall not be protested. Protests of any other type shall be made before the next pitch following the dispute to the LEAYSA Baseball Board, who will take the required action immediately or as deemed appropriate.
- 39.02 **PROTEST PROCEDURE**
- 39.02.A Coaches must make their protest to the head umpire from their dugout or coaches box by calling "Time" to approach & review with head umpire. Coaches leaving the bench or coaches box, to argue all calls will not be permitted. One warning will be issued if coach attempts to protest the call at the plate. If coach does not follow the protest procedure and continues to advance to the plate and/or field they will be ejected from the game.
- 39.02.B The head umpire will approach the protesting coach at the dugout to receive the protest.
- 39.02.C A coach may request a 5-minute protest window which requires the head umpire to confer with assisting umpires, league administration, and/or the rule book. The game clock will be stopped.
- 39.02.D When protests are based on an interpretation of the rules, the protest must be made to the head umpire, opposing coach and official scorekeeper immediately following the disputed call or at the time the play occurs and before any play is resumed. The protest must be entered into the official scorebook. (specifically noting the exact occurrence of the play under protest) and signed by the head umpire and both head coaches.) Protest form must be completed.
- 39.02.E Umpires should make a public announcement to the crowd when a game is being played under protest.
- 39.02.F Once the protest is complete, the opposing coach will be notified of the protest and the decision at their dugout.
- 39.02.G Follow up of the protest will be made by LEAYSA Baseball Board within 48hrs.
- 39.02.G.1 No more than two (2) representatives from each team involved shall be present.
- 39.02.G.2 All decisions made are final.

- 39.02.G.3 When protests based on the interpretation of a rule are upheld the game concerned shall be replayed from the point of protest.
- 39.02.G.4 Game protests shall also be followed up at the earliest opportunity and made in writing to the LEAYSA-Baseball Board by head coach of protesting team and head umpire via electronic mail to info@leaysabaseball.com and director@leaysabaseball.com.

40.0 PROTESTS

- 40.01 Umpires will work to settle all situations on the field.
- 40.02 Protests will be allowed for age and pitching violations or rule interpretations only.
- 40.03 Protests must be declared to the Plate Umpire and to the board member on duty before the next pitch following the dispute.
- 40.04 If a call to be protested is the last recorded out of a game or on a game ending play, the protest MUST be filed prior to the umpires and the protesting team leaving the field of play. No protest will be allowed following the game. Officials will rule on all protests and their decisions shall be final.
- 40.05 A protest based on a play which involves an umpire's judgment shall not be permitted
- 40.06 Any team coach or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protests as prescribed in this section.

41.0 APPEALS

All Appeals on protest decisions must be made with in 24Hrs by emailing info@leaysabaseball.com , Rules@leaysabaseball.com , VP@leaysabaseball.com and director@leaysabaseball.com . A rules and protest meeting will be held by the baseball board with in 48hrs of receipt of appeal. All decisions made from the rules and protest meeting will be final.

42.0 FORFEITS FOR NON-ATTENDANCE

- 42.01 A Ten-minute grace period will be allowed after the starting time. A forfeit for the team not in attendance will be declared after Ten minutes. A double forfeit will be declared if neither team arrives within Ten minutes of game time. A forfeit is equivalent to a loss.
 - 42.01.A Failure of a team representative to complete documentation may result in a forfeiture of said game. The Baseball Commissioner(s) will notify both coaches upon forfeiture of a game.
 - 42.01.B The results of a forfeit will not be official until 24 hours after the coaches have been notified and all appeals have been exhausted.
 - 42.01.C Score recorded for forfeits shall award one run per maximum number of innings allowed at each age level.
 - 42.01.C.1 6U-12U will only receive 6 runs
 - 42.01.C.2 14U will only receive 7 runs

POST SEASON/TOURNAMENT RULES

43.0 Post Season Rules

- 43.01 Playoffs will be scheduled if weather and season time constraints allow. The following rules will apply:
 - 43.01.A Semi-Final games follow regular season Game Ending Mercy Rules
 - 43.01.B No ties in bracket play
 - 43.01.B.1 In the event the score is tied after time or max innings (Number of innings "max" is defined in "Rules of Play" for each division) has been completed the California Tie Breaker rules will apply.
 - 43.01.B.1.a Starting with the Visiting team - The last (3) batters from the previous inning will take third, second, and first base and will begin with 1 out charged against the batting team.
 - 43.01.B.1.b The batting (visiting) team will bring the next batter in their lineup, and then subsequent batters in the lineup (if needed) in an attempt to score. This half of the inning continues until the third out is made.
 - 43.01.B.1.c The home team will play their half of the inning in the same manner.
 - 43.01.B.1.d The game proceeds in this manner until a winner is determined.

44.0 CHAMPIONSHIP GAME ONLY:

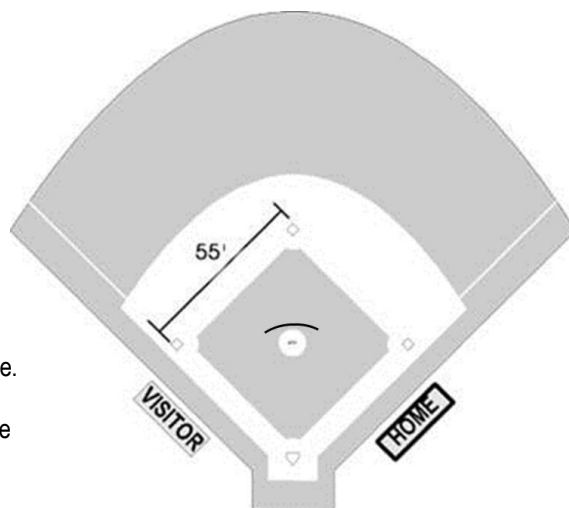
- 44.01 Championship game will have no time limit and will play to the max number of innings per division for 7u-14u; 6u will play with a 75 min time limit or max 6 innings whichever comes first.
- 44.02 Game Ending Mercy Rules (championship game WITH NO TIMELIMIT only) – 6U-12U Divisions, 11 after 4 innings and 6 after 5 innings.14U Division only, 21 after 5 innings, 11 after 6 innings

LOCAL RULES – 3/4U TBALL DIVISION

(AGE 3-4)

45.0 EQUIPMENT

- Baseball Tee
- Poly Dots
- Catchers Gear- (Helmet and chest plate)
- Batting Helmet (Recommended to have facemask)
- NO Big Barrel Bats allowed



46.0 FIELD SET UP

- 46.01 Home team shall be responsible for setting up the equipment for the game.
- 46.02 (4) Four coaches total are allowed in the dugout.
- 46.03 (2) Offensive coaches are allowed to coach from the coach's boxes on the
- 46.04 First (1st) and Third (3rd) base foul lines
- 46.05 (1) Offensive home plate coach (behind home plate).
- 46.06 The offensive home plate coach may assist the batter by positioning
- 46.07 the batter's feet and body.
- 46.08 (2) Defensive coaches may be positioned in the outfield behind the outfielders
- 46.09 (1) Defensive coach positioned 5ft from home plate to help the catcher.
- 46.10 The coach may position players before each at bat but must exit the "playing field" while the ball is in play.
- 46.11 Stools and buckets must remain in the dugout and not on the field.

47.0 RULES OF PLAY

- 47.01 T-Ball is a non-competitive division and no score will be kept. Therefore, the official end of a game will be determined by a hard clock rule.
- 47.02 45-minute time limit, will constitute a complete regulation game - If time expires, the batter who is at bat will be allowed to finish his/her at bat.
- 47.03 An official inning is completed when the team has batted once through the entire lineup or 3 outs have occurred.
- 47.04 If an out is recorded the batter/runner that is out must exit the field and return to the dugout.
- 47.05 No umpires in 4U - Coaches will be responsible for calling "Time" and shall be called as soon as the lead runner is stopped on base. "Time" does not have to be called by the defense for the purpose of this rule.
- 47.06 Coaches will be responsible for retrieving the official game balls from LEAYSA Baseball Board member on duty prior to the start of the game.
- 47.07 Visiting Team shall be responsible for setting and starting the game clock.

48.0 PLAYERS POSITIONS

- 48.01 A team will consist of 6 defensive players whose positions shall be designated as player pitcher, catcher, first base, second base, third base, and shortstop.
- 48.02 No outfielders are used.
- 48.03 Players must rotate positions after each inning.
- 48.03.A * **A player cannot play a position more than once in a game. Team batting line-ups must be reversed or advanced each game.**

49.0 OFFENSE

- 49.01 Batters are allowed a maximum of 4 swings off the tee.
- 49.02 The Batter is not called out on a foul or foul tip on fourth swing.
- 49.03 Hitting the rubber part of the Tee without hitting the ball will be a strike.
- 49.04 Any part of the ball may be hit to place the ball in play.
- 49.05 A 10-foot arc shall be inscribed in front of home plate, from the first to the third base foul line, and any batted ball which does not travel beyond that line will be considered a foul for purposes of this rule. The ball must be hit past the 10-foot arc from home plate to be fair. (Ball must roll past the dirt into the grass to be a fair ball)
- 49.06 No infield fly rule

- 49.07 No Bunting. Attempting to bunt will be counted as a strike
- 49.08 On deck batter must warm up in on deck circle in front of their team's dugout only. No crossing over to other team's on deck circle.

50.0 BASE RUNNING

- 50.01 Base runners are not permitted to steal bases and shall remain in contact with the base until the ball is hit.
- 50.02 When a base runner is hit or otherwise makes contact with a hit ball, the runner is called out. All other runners must stop at the base they are on or were advancing to. No additional bases are rewarded.
- 50.03 Base Rules – When a player misses a base the player must return to the base missed and any subsequent runners will be forced back (i.e. Runner (R1) on 1st; Batter (B1) hits a home run; (R1) misses 2nd base; (R1) is returned to 2nd and (B1) returns to 1st base), excluding Home plate.
- 50.04 If a runner fails to touch Home plate it will result in an automatic out.
- 50.05 If a runner (R2) passes a teammate (R1) in the baseline and touches the base ahead of previous runner (R2) will be called out.
- 50.06 Multiple Runners on the Same Base – The trailing runner will be called out while the lead runner is allowed to stay on the contested base.
- 50.07 Runners shall advance one base at a time.

51.0 DEFENSE

- 51.01 Infielders shall be positioned at 1st, 2nd, 3rd, short stop, catcher, and player pitcher
- 51.02 Infielders may not advance more than 10 ft. towards home plate until the ball is hit.
- 51.03 Players must not “roll” or “bowl” the ball in an effort to put a runner out; players must try to throw the ball through the air in an orthodox manner.
- 51.04 Defensive players may not block the base line unless they are in possession of the ball or in the process of receiving the ball.
- 51.05 Catchers shall stand away from the plate until the batter swings, then field the position defensively.
- 51.06 Player Pitcher - will serve as an infielder only and will not actually pitch the ball.
- 51.07 Player Pitcher shall not leave the pitching circle until the ball is hit.
 - 51.07.A Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
 - 51.07.B Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

LOCAL RULES – 5U TBALL DIVISION

(AGES 4-5)

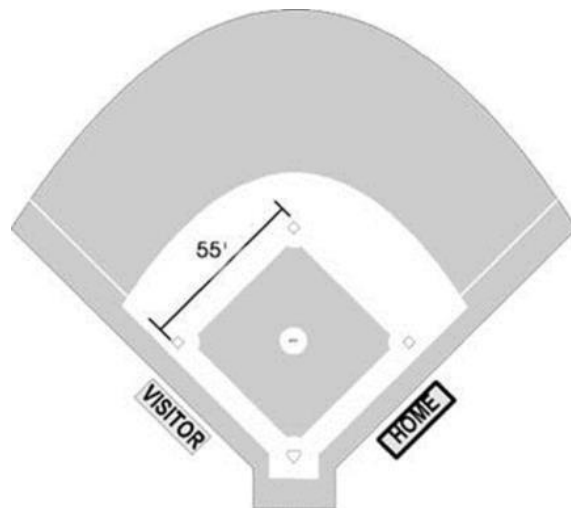
****REQUIREMENT – PLAYERS 4 YEARS OLD MUST HAVE PLAYED 1 SEASON OF 3/4U TBALL**

52.0 EQUIPMENT

- Baseball Tee
- Ploy Dots
- Catchers Gear- (Helmet and chest plate)
- Batting Helmet (Recommended to have facemask)
- NO Big Barrel Bats allowed

53.0 FIELD SET UP

- 53.01 Home team shall be responsible for setting up the equipment for the game.
- 53.02 (4) Four coaches total are allowed in the dugout.
- 53.03 (2) offensive coaches are allowed to coach from the coach's boxes on the first (1st) and third (3rd) base foul lines
- 53.04 (1) offensive home plate coach (behind home plate).
- 53.04.A The offensive home plate coach may assist the batter by positioning the batter's feet and body.
- 53.05 (2) defensive coaches may be positioned in the outfield behind the outfielders
- 53.06 (1) defensive coach positioned 5ft from home plate to help the catcher.
- 53.06.A The coach may position players before each at bat but must exit the "playing field" while the ball is in play.
- 53.07 Stools and buckets must remain in the dugout and not on the field.



54.0 COACH PITCHER

- 54.01 Must Pitch from 25' from the rear point of home plate with one foot on or straddle the pitcher's line.
- 54.02 Adult coach shall pitch to his/her team while they are batting but will not be allowed to coach the runners.
- 54.03 Pitcher not allowed to leave pitching area until ball is put in play, or at bat ends.
- 54.04 Pitches may be thrown over-handed or under-handed, standing only. No kneeling allowed.
- 54.05 The pitching coach shall position himself as not to be interference to the defensive team on any possible play once the ball has been hit.
- 54.06 A pitched ball that hits a batter will be counted as 1 of the batters 3 to 5 pitches.

55.0 RULES OF PLAY

- 55.01 T-Ball is a non-competitive division and no score will be kept. Therefore, the official end of a game will be determined by a hard clock rule.
- 55.02 55-minute time limit, will constitute a complete regulation game - If time expires, the batter who is at bat will be allowed to finish his/her at bat.
- 55.03 An official inning is completed when the team has batted once through the entire lineup or 3 outs have occurred.
- 55.04 If an out is recorded the batter/runner that is out must exit the field and return to the dugout.
- 55.05 No umpires in 5U - Coaches will be responsible for calling "Time" and shall be called as soon as the lead runner is stopped on base. "Time" does not have to be called by the defense for the purpose of this rule.
- 55.06 Coaches will be responsible for retrieving the official game balls from LEAYSA Baseball Board member on duty prior to the start of the game.
- 55.07 Visiting Team shall be responsible for setting and starting the game clock.

56.0 PLAYERS POSITIONS

- 56.01 A team will consist of 12 defensive players whose positions shall be designated as player pitcher, catcher, first base, second base, third base, shortstop, and 4-6 outfielders.
- 56.02 Players must rotate positions after each inning.
- 56.02.A *** A player cannot play a position more than once in a game. Team batting line-ups must be reversed or advanced each game.**

57.0 OFFENSE

- 57.01 The batter will be thrown 3 pitches.
 - 57.01.A If the 3rd pitch is fouled the batter will receive additional pitches until ball is put into play or player does not hit a 3rd coach pitched ball.
 - 57.01.B If the batter does not hit one of the three pitches, the batter is allowed 2 additional swings off of the batting tee, if after the 2 additional swings the batter fails to put the ball in place the batter is out and must return to the dugout
- 57.02 Hitting the rubber part of the Tee without hitting the ball will be a strike.
- 57.03 Any part of the ball may be hit to place the ball in play.
- 57.04 A 10-foot arc shall be inscribed in front of home plate, from the first to the third base foul line, and any batted ball which does not travel beyond that line will be considered a foul for purposes of this rule. The ball must be hit past the 10-foot arc from home plate to be fair. (Ball must roll past the dirt into the grass to be a fair ball)
- 57.05 No infield fly rule
- 57.06 No Bunting. Attempting to bunt will be counted as a strike
- 57.07 On deck batter must warm up in on deck circle in front of their team's dugout only. No crossing over to other team's on deck circle.

58.0 BASE RUNNING

- 58.01 Base runners are not permitted to steal bases and shall remain in contact with the base until the ball is hit.
- 58.02 When a base runner is hit or otherwise makes contact with a hit ball, the runner is called out. All other runners must stop at the base they are on or were advancing to. No additional bases are rewarded.
- 58.03 Base Rules – When a player misses a base the player must return to the base missed and any subsequent runners will be forced back (i.e. Runner (R1) on 1st; Batter (B1) hits a home run; (R1) misses 2nd base; (R1) is returned to 2nd and (B1) returns to 1st base), excluding Home plate.
- 58.04 If a runner fails to touch Home plate it will result in an automatic out.
- 58.05 If a runner (R2) passes a teammate (R1) in the baseline and touches the base ahead of previous runner (R2) will be called out.
- 58.06 Multiple Runners on the Same Base – The trailing runner will be called out while the lead runner is allowed to stay on the contested base.
- 58.07 Runners shall not advance from 3rd base to home unless the runner is batted home.

59.0 DEFENSE

- 59.01 Infielders shall be positioned at 1st, 2nd, 3rd, short stop, catcher, and player pitcher
- 59.02 Infielders may not advance more than 10 ft. towards home plate until the ball is hit.
- 59.03 Outfielders shall be positioned 8-10 feet behind the baseline.
- 59.04 Players must not “roll” or “bowl” the ball in an effort to put a runner out; players must try to throw the ball through the air in an orthodox manner.
- 59.05 Defensive players may not block the base line unless they are in possession of the ball or in the process of receiving the ball.
- 59.06 Catchers shall stand away from the plate until the batter swings, then field the position defensively.
- 59.07 Player Pitcher - will serve as an infielder only and will not actually pitch the ball.
- 59.08 Player Pitcher shall not leave the pitching circle until the ball is hit.
 - 59.08.A Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
 - 59.08.B Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

60.0 INFIELD OVERTHROWS

- 60.01 On an infield, overthrown ball a runner may attempt, at their own risk, to advance to the next base (excluding home plate). The runner is allowed to advance 1 base on the 1st overthrow, regardless of the result of the overthrow.
- 60.02 If the resulting play is another overthrow, the runner must stay at the base and no additional base is given for the second overthrow. Runners on third must be hit in and cannot score on an overthrow of an infield play.

LOCAL RULES – 6U DIVISION

MODIFIED COACH PITCH (AGES 5-6)

61.0 EQUIPMENT

- Baseball Tee
- Catchers Gear- (Helmet, knee & shin guards, & chest plate, “cups” are required)
- Batting Helmet (Recommended to have facemask)

62.0 FIELD SET UP

62.01 Baselines are set at 55', outfield fence of min. 140', 12' Diameter Pitching Circle with center 40' from home plate.

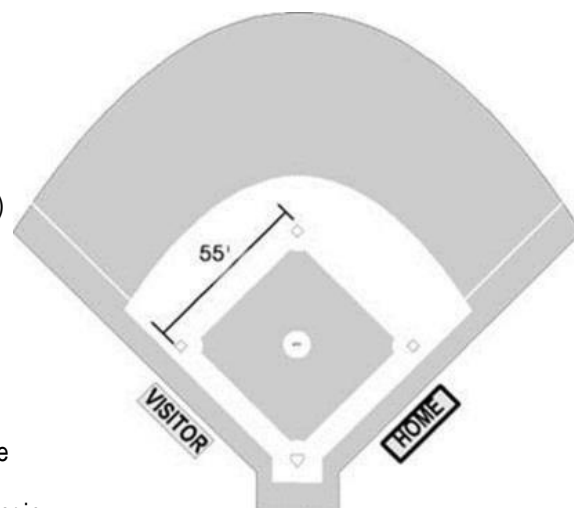
62.02 Orange Safety Base will be placed directly next to 1st base in foul territory (on the opposite side of 2nd base) (Rule to be implemented Spr 25)

62.03 (2) Two offensive coaches are allowed to coach from the coach's boxes on the first and third base foul lines.

62.04 One defensive coach can be positioned behind home plate to assist the catcher in shagging balls.

62.05 Two defensive coaches may be positioned in along the foul lines behind the offensive coaches

62.06 to help coach the outfield players. Defensive coaches will not be allowed on the field of play (infield or outfield).



63.0 COACH PITCHER

63.01 Must Pitch from 35' from the rear point of home plate with one foot on or straddle the pitcher's line.

63.02 Adult coach shall pitch to his/her team while they are batting but will not be allowed to coach the runners.

63.03 Pitcher not allowed to leave pitching area until ball is put in play, or at bat ends.

63.04 Pitches must be thrown over-handed, standing only. No kneeling allowed.

63.05 The pitching coach shall position himself as not to be interference to the defensive team on any possible play once the ball has been hit. The coach pitcher will exit the field behind the runner (out of the way of the defenders) when the ball is hit in fair play.

63.05.A Penalty: If a coach violates this rule after the ball is pitched, obstruction will be called.

63.05.B Additional Penalty: If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.

63.06 A pitched ball that hits a batter will be counted as 1 of the batters 3 to 5 pitches.

63.07 When a batted ball hits the Pitching Coach, the following shall apply:

63.07.A If in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.

63.07.B If in the umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared. Runners must remain at the base they were on prior to the pitch.

64.0 RULES OF PLAY

64.01 Six (6) innings, or 60-minute time limit, will constitute a complete regulation game.

64.02 The game is over when the opponent is mathematically eliminated from scoring enough runs to win or tie the game.

64.03 If official time has expired, the Umpire will allow the game to complete the inning in consideration of the score and Home team assignment.

64.04 If time has expired and the score is tied, a tie is recorded and the game is over.

64.05 (5) Five runs maximum or 3 outs constitutes an inning

64.06 Game Ending Mercy Rules – 15 after 3 innings, 11 after 4 innings and 6 after 5 innings

64.07 “Time” shall be called as soon as the lead runner is not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule.

65.0 OFFENSE

65.01 The batter will be thrown 4 pitches.

65.01.A If the 4th pitch is fouled the batter will receive additional pitches until ball is put into play or player does not hit a 3rd coach pitched ball.

- 65.01.B If the batter does not hit one of the four pitches, the batter is allowed 2 additional swings off of the batting tee, if after the 2 additional swings the batter fails to put the ball in place the batter is out and must return to the dugout.
- 65.02 The Coach Pitcher can pitch 6 total pitches instead of using the tee if umpire is told before player steps into the batter's box.
- 65.03 After a 1st warning to a player for slinging a bat, subsequent occurrences with that player will be called out and the play will result in a dead ball.
- 65.04 A batted ball must go past the 10-ft. arch to be considered fair and in play (Ball must go past the dirt arc in front of home plate.)
- 65.05 A batted ball hit off of the tee will result in a maximum of two bases for both batter and runner only when the ball travels beyond the infield and into the outfield. Outfield will be determined by the umpire depending on the field size being played on. Any runners on base can advance (2) two bases (the base the runner was headed to and one additional base).
- 65.05.A For example, if there is a runner on 2nd and a runner on 1st when a ball hit off the tee goes into the "outfield", the runner on 2nd base will be allowed to score and the runner on 1st base must stop at 3rd base. The play is live and runners can be tagged out while base running.
- 65.06 No infield fly rule, No walks, No bunting
- 65.07 On deck batter must warm up in on deck circle in front of their team's dugout only. No crossing over to other team's on deck circle.

66.0 BASE RUNNING

- 66.01 Base runners are not permitted to steal bases and shall remain in contact with the base until the ball is hit.
- 66.02 When a base runner is hit or otherwise makes contact with a hit ball, the runner is called out. All other runners must stop at the base they are on or were advancing to. No additional bases are rewarded.
- 66.03 Base runners must use the orange Safety Base when running to or through first base. A base runner may only use the white base in one of the following circumstances: *(Rule to be implemented Spr 25)*
- 66.03.A No play is being made at first base (i.e. the ball is not being thrown to or run towards first base)
- 66.03.B The ball is coming to first base from foul territory outside of first base (Fielder can use orange bag to avoid collision)
- 66.03.C A wild throw pulls the fielder into foul territory past first base before the runner touches first base. (Fielder can use orange bag to avoid collision)
- 66.04 Base Rules – When a player misses a base the player must return to the base missed and any subsequent runners will be forced back (i.e. Runner (R1) on 1st; Batter (B1) hits a home run; (R1) misses 2nd base; (R1) is returned to 2nd and (B1) returns to 1st base), excluding Home plate.
- 66.05 If a runner fails to touch Home plate it will result in an automatic out.
- 66.06 If a runner (R2) passes a teammate (R1) in the baseline and touches the base ahead of previous runner (R2) will be called out.
- 66.07 Multiple Runners on the Same Base – The trailing runner will be called out while the lead runner is allowed to stay on the contested base.
- 66.08 Runners shall not advance from 3rd base to home unless the runner is batted home. The runner cannot score on an overthrow of an infield play.

67.0 DEFENSE

- 67.01 Infielders shall be positioned at 1st, 2nd, 3rd, short stop, catcher, and pitcher
- 67.02 Infielders may not advance more than 10 ft. towards home plate until the ball is hit.
- 67.03 Fielders must use the white 1st base, except in the situations described in 66.03 *(Rule to be implemented Spr 25)*
- 67.04 (4) Outfielders shall be positioned within 5 feet from the edge/grass of the outfield. Final determination of depth for this rule will be umpire discretion.
- 67.05 Teams may use free substitution on defense but the batting order shall remain the same.
- 67.06 Defensive players may not block the base line unless they are in possession of the ball or in the process of receiving the ball.
- 67.07 Catcher must wear full catcher's protective equipment. The catcher may use a fielder's glove or catcher's mitt. The catcher must be in a squatting position when the ball is pitched
- 67.08 Player Pitcher - will serve as an infielder only and will not actually pitch the ball. He/She will be positioned beside or behind (not in front) of the coach pitcher and have contact within the pitching circle. Player/pitcher MUST wear facemask shield.
- 67.09 Player Pitcher shall not leave the pitching circle until the ball is hit.
- 67.09.A Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
- 67.09.B Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

68.0 INFIELD OVERTHROWS

- 68.01 On an infield, overthrown ball a runner may attempt, at their own risk, to advance to the next base (excluding home plate). The runner is allowed to advance 1 base on the 1st overthrow, regardless of the result of the overthrow.
- 68.02 If the resulting play is another overthrow, the runner must stay at the base and no additional base is given for the second overthrow. Runners on third must be hit in and cannot score on an overthrow of an infield play.

LOCAL RULES – 7/8U DIVISION

COACH PITCH (AGES 7-8)

69.0 EQUIPMENT

- Catchers Gear- (Helmet, knee & shin guards, & chest plate, “cups” are required)

70.0 FIELD SET UP

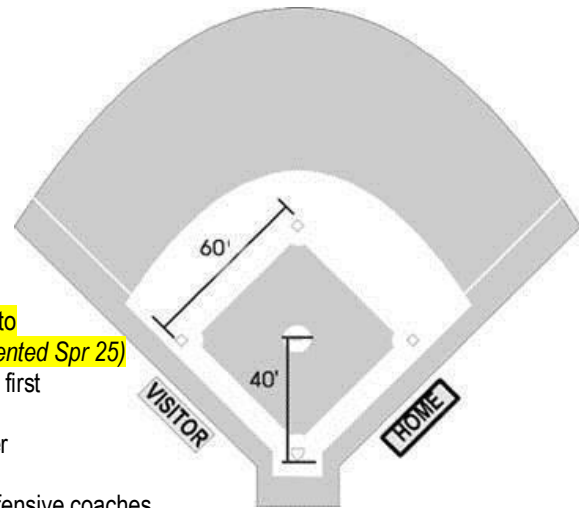
70.01 Baselines are set at 60', outfield fence of min. 160', 12' Diameter
Pitching Circle with center 40' from home plate.

70.02 7U Only when division is split: Orange Safety Base will be placed directly next to 1st base in foul territory (on the opposite side of 2nd base) (Rule to be implemented Spr 25)

70.03 (2) Two offensive coaches are allowed to coach from the coach's boxes on the first and third base foul lines.

70.04 One defensive coach can be positioned behind home plate to assist the catcher in shagging balls.

70.05 Two defensive coaches may be positioned in along the foul lines behind the offensive coaches to help coach the outfield players



71.0 COACH PITCHER

71.01 Must Pitch from 40' from the rear point of home plate with one foot on or straddle the pitcher's line.

71.02 Adult coach shall pitch to his/her team while they are batting but will not be allowed to coach the batter or base runners.

71.03 Pitcher not allowed to leave pitching area until ball is put in play, or at bat ends.

71.04 Pitches will be thrown over-handed only. No under-handed pitching allowed. Pitches must be thrown from standing position, no kneeling allowed.

71.05 The pitching coach shall position himself as not to be interference to the defensive team on any possible play once the ball has been hit.

71.06 The coach pitcher will exit the field behind the runner (out of the way of the defenders) when the ball is hit in fair play.

71.06.A Penalty: If a coach violates this rule after the ball is pitched, obstruction will be called.

71.06.B Additional Penalty: If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.

71.07 A pitched ball that hits a batter will be counted as 1 of the batters 3 to 5 pitches

71.08 When a batted ball hits the Pitching Coach, the following shall apply:

71.08.A If in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.

71.08.B If in the umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared. Runners must remain at the base they were on prior to the pitch.

72.0 RULES OF PLAY

72.01 Six (6) innings, or 75-minute time limit, will constitute a complete regulation game.

72.02 The game is over when the opponent is mathematically eliminated from scoring enough runs to win or tie the game.

72.03 If official time has expired, the Umpire will allow the game to complete the inning in consideration of the score and Home team assignment.

72.04 If time has expired and the score is tied, a tie is recorded and the game is over.

72.05 (5) Five runs maximum or 3 outs constitutes an inning

72.06 Game Ending Mercy Rules – 15 after 3 innings, 11 after 4 innings, 6 after 5 innings

72.07 "Time" The Umpire shall call "Time" after every play and declare the ball dead. "Time" shall be called when a defensive player is in possession of the ball and has gained control of the ball within the baselines or grass of the infield, the ball shall be declared dead. The base runner must return to the previous base legally touched, unless they have made a discernable turn to the next base prior to a dead ball being called. On an attempted defensive play, runners may advance at their own risk.

73.0 OFFENSE

- 73.01 Coaches are required to list all players present in the batting order for each game. Continuous batting shall be used. The entire roster must be batted through, in order without substitution.
- 73.01.A Players arriving late will be added at the bottom of the order.
- 73.01.B If a player leaves the game sick and re-enters, he/she will go back in the same spot in the order. If the sick player is unable to bat, the team will have to take an out.
- 73.01.C If a player leaves the game due to injury, he/she may not return. No out will be recorded.
- 73.02 The batter will be thrown 6 pitches or 3 swing strikes. If the final pitch is fouled the batter will receive additional pitches until ball is put into play. If the ball is not put into play the batter will be called out after the final pitch.
- 73.03 After a 1st warning to a player for slinging a bat, subsequent occurrences with that player will be called out and the play will result in a dead ball.
- 73.04 A batted ball must go past the 10-ft. arch to be considered fair and in play (Ball must go past the dirt arc in front of home plate.)
- 73.05 No infield fly rule, No walks, No bunting
- 73.06 Base runners are not permitted to steal bases and shall remain in contact with the base until the ball is hit by the batter.
- 73.07 When a base runner is hit or otherwise makes contact with a hit ball, the runner is called out. All other runners must stop at the base they are on or were advancing to. No additional bases are rewarded.
- 73.08 7U Only when division is split: Base runners must use the orange Safety Base when running to or through first base. A base runner may only use the white base in one of the following circumstances: *(Rule to be implemented Spr 25)*
- 73.08.A No play is being made at first base (i.e. the ball is not being thrown to or run towards first base)
- 73.08.B The ball is coming to first base from foul territory outside of first base (Fielder can use orange bag to avoid collision)
- 73.08.C A wild throw pulls the fielder into foul territory past first base before the runner touches first base. (Fielder can use orange bag to avoid collision)
- 73.09 Runners may advance at their own risk on overthrows during live play.
- 73.10 Sliding head first is not allowed. Diving back to a base is allowed
- 73.11 On deck batter must warm up in on deck circle in front of their team's dugout only. No crossing over to other team's on deck circle.

74.0 DEFENSE

- 74.01 Infielders shall be positioned at 1st, 2nd, 3rd, short stop, catcher, and pitcher
- 74.02 Infielders may not advance more than 10 ft. towards home plate until the ball is hit.
- 74.03 7U Only when division is split: Fielders must use the white 1st base, except in the situations described in 66.03 *(Rule to be implemented Spr 25)*
- 74.04 (4) Outfielders shall be positioned 8-10 feet behind the baseline.
- 74.05 Teams may use free substitution on defense but the batting order shall remain the same.
- 74.06 Defensive players may not block the base line unless they are in possession of the ball or in the process of receiving the ball.
- 74.07 Catcher must wear full catcher's protective equipment. The catcher may use a fielder's glove or catcher's mitt. The catcher must be in a squatting position when the ball is pitched.
- 74.08 Player Pitcher - will serve as an infielder only and will not actually pitch the ball. He/She will be positioned beside or behind (not in front) of the coach pitcher and have contact within the pitching circle.
- 74.09 Player Pitcher shall not leave the pitching circle until the ball is hit.
- 74.09.A Penalty: The play continues. After the play, has ended, the offensive team has the option of taking the result of the play or no-pitch.
- 74.09.B Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

LOCAL RULES – 9/10 DIVISION

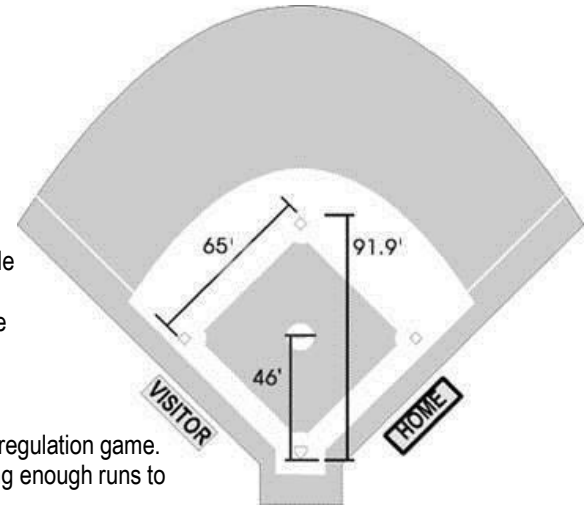
KID PITCH (AGES 9-10)

75.0 EQUIPMENT

- Catchers Gear- (Helmet with throat guard, knee & shin guards, & chest plate, “cups” are required)

76.0 FIELD SET UP

- 76.01 Baselines are set at 65', outfield fence of min. 180', 12' Diameter Pitching Circle with center 46' from home plate.
- 76.02 (2) Two offensive coaches are allowed to coach from the coach's boxes on the first and third base foul lines.



77.0 RULES OF PLAY

- 77.01 Six (6) innings, or 90-minute (1hr 30 min) time limit, will constitute a complete regulation game.
- 77.02 The game is over when the opponent is mathematically eliminated from scoring enough runs to win or tie the game.
- 77.03 win or tie the game.
- 77.04 If official time has expired, the Umpire will allow the game to complete the inning in consideration of the score and Home team assignment.
- 77.05 If time has expired and the score is tied, a tie is recorded and the game is over.
- 77.06 (5) Five runs maximum or 3 outs constitutes an inning
- 77.07 Game Ending Mercy Rules – 15 after 3 innings, 11 after 4 innings, and 6 after 5 innings

78.0 OFFENSE

- 78.01 Coaches are required to list all players present in the batting order for each game. Continuous batting shall be used. The entire roster must be batted through, in order without substitution.
- 78.01.A Players arriving late will be added at the bottom of the order.
- 78.01.B If a player leaves the game sick and re-enters, he/she will go back in the same spot in the order. If the sick player is unable to bat, the team will have to take an out.
- 78.01.C If a player leaves the game due to injury, he/she may not return. No out will be recorded.
- 78.02 1st warning to a player for slinging a bat, subsequent occurrences with that player will be called out
- 78.03 NO SLASH BUNTING. Result will be an automatic out.
- 78.04 Infield fly rule in effect
- 78.05 Runners may advance at their own risk on overthrows during live play. Runners may lead off and steal bases.
- 78.06 Sliding head first is not allowed. Diving back to a base is allowed
- 78.07 On deck batter must warm up in on deck circle according to the guidelines below for their safety
- 78.07.A Right-handed batter: The on deck batter should go to 3rd Base on deck circle to warm up
- 78.07.B Left-handed batter: The on-deck batter should go to 1st Base on deck circle to warm up

79.0 DEFENSE

- 79.01 Infielders shall be positioned at 1st, 2nd, 3rd, short stop, catcher, and pitcher. Infielders may not advance more than 10 ft. towards home plate until the ball is hit.
- 79.02 Teams may use free substitution on defense except for pitcher position but the batting order shall remain the same.
- 79.02.C Once a player is removed from the pitching position, that player may not return to the pitching position in that game.
- 79.03 Balks are not called. If an umpire observes a pitcher balking, the umpire calls time and instructs the player and coach in regards to the balk.
- Defensive players may not block the base line unless they are in possession of the ball or in the process of receiving the ball.
 - Catcher must wear full catcher's protective equipment. The catcher may use a fielder's glove or catcher's mitt. The catcher must be in a squatting position when the ball is pitched
- 79.04 Dropped third strike rule is not in effect. Therefore, if a dropped third strike occurs, the batter is automatically out regardless of bases loaded or number of outs.

- 79.05 Teams will follow the pitching rules of play outlined in the USSSA rules.
- 79.06 The pitcher(s) cannot exceed 60 pitches in any given game
 - 79.06.A Exception: If the pitcher reaches their 60 pitch limit and the current batter is still at the plate; the pitcher will be allowed to finish the batter prior to vacating the mound.
- 79.07 Max of 6 innings can be pitched in (1) day = **MUST rest the next day**
 - 79.07.A In order to pitch in day (2) only a Max of 3 innings can be pitched in (1) day
 - 79.07.B 3 consecutive days – day 1 max of 3 innings, day 2 max of 3 innings, day 3 remaining number of innings to add to a total max of 8 innings
 - 79.07.C If player pitches 3 consecutive days regardless of the total number of innings = **MUST rest the next day**
- 79.08 Penalty for violating the pitch count requirement described above.
 - 79.08.A First Offense – The Head Coach will be relegated to the dugout for the remainder of the game.
 - 79.08.B Second Offense – The Head Coach must leave the ballpark (including field of play and parking lot) and will be required to meet with their division Coach Commissioner prior to coaching their next game.
 - 79.08.C Third Offense – The Head Coach must leave the ballpark (including field of play and parking lot) and will be subject to the penalties of a 1st Ejection under the Conduct & Ejection policy within the LEAYSA Baseball Bylaws.

LOCAL RULES – 11/12U DIVISION

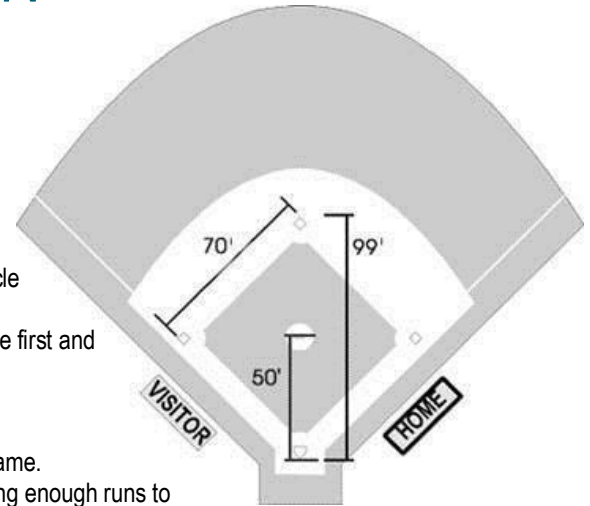
MINORS BASEBALL (AGES 11-12)

80.0 EQUIPMENT

- Catchers Gear- (Helmet with throat guard, knee & shin guards, & chest plate, "cups" are required)

81.0 FIELD SET UP

- 81.01 Baselines are set at 70', outfield fence of min. 230', 12' Diameter Pitching Circle with center 50' from home plate.
- 81.02 (2) Two offensive coaches are allowed to coach from the coach's boxes on the first and third base foul lines.



82.0 RULES OF PLAY

- 82.01 Six (6) innings, or 90-minute time limit, will constitute a complete regulation game.
- 82.02 The game is over when the opponent is mathematically eliminated from scoring enough runs to win or tie the game.
- 82.03 If official time has expired, the Umpire will allow the game to complete the inning in consideration of the score and Home team assignment.
- 82.04 If time has expired and the score is tied, a tie is recorded and the game is over.
- 82.05 (5) Five runs maximum or 3 outs constitutes an inning
- 82.06 Game Ending Mercy Rules – 15 after 3 innings, 11 after 4 innings and 6 after 5 innings

83.0 OFFENSE

- 83.01 Coaches are required to list all players present in the batting order for each game. Continuous batting shall be used. The entire roster must be batted through, in order without substitution.
- 83.02 Players arriving late will be added at the bottom of the order.
- 83.03 If a player leaves the game sick and re-enters, he/she will go back in the same spot in the order. If the sick player is unable to bat, the team will have to take an out.
- 83.04 If a player leaves the game due to injury, he/she may not return. No out will be recorded.
- 83.05 After a 1st warning to a player for slinging a bat, subsequent occurrences with that player will be called out and the ball will be declared dead.
- 83.06 NO SLASH BUNTING. Result will be an automatic out.
- 83.07 Infield fly rule in effect
- 83.08 Runners may advance at their own risk on overthrows during live play. Runners may lead off and steal bases.
- 83.09 Sliding head first is allowed. Diving back to a base is allowed.
- 83.10 On deck batter must warm up in on deck circle according to the guidelines below for their safety
- 83.10.A Right-handed batter: The on deck batter should go to 3rd base on deck circle to warm up
- 83.10.B Left-handed batter: The on deck batter should go to 1st base on deck circle to warm up

84.0 DEFENSE

- 84.01 Infielders shall be positioned at 1st, 2nd, 3rd, short stop, catcher, and pitcher. Infielders may not advance more than 10 ft. towards home plate until the ball is hit.
- 84.02 Teams may use free substitution on defense except for pitcher position but the batting order shall remain the same.
- 84.03 Once a player is removed from the pitching position, that player may not return to the pitching position in that game.
- 84.04 Balks are called. If an umpire observes a pitcher balking, the umpire calls time and instructs the player and coach in regards to the balk.
- 84.05 Defensive players may not block the base line unless they are in possession of the ball or in the process of receiving the ball.
- 84.06 Catcher must wear full catcher's protective equipment. The catcher may use a fielder's glove or catcher's mitt. The catcher must be in a squatting position when the ball is pitched
- 84.07 Dropped third strike rule is in effect
- 84.08 Teams will follow the pitching rules of play outlined in the USSSA rules.
- 84.09 The pitcher(s) cannot exceed 70 pitches in any given game

- 84.09.A Exception: If the pitcher reaches their 70 pitch limit and the current batter is still at the plate; the pitcher will be allowed to finish the batter prior to vacating the mound.
- 84.10 Max of 6 innings can be pitched in (1) day = **MUST rest the next day**
- 84.10.A In order to pitch in day (2) only a Max of 3 innings can be pitched in (1) day
- 84.10.B 3 consecutive days – day 1 max of 3 innings, day 2 max of 3 innings, day 3 remaining number of innings to add to a total max of 8 innings
- 84.10.C If player pitches 3 consecutive days regardless of the total number of innings = **MUST rest the next day**
- 84.11 Penalty for violating the pitch count requirement described above.
- 84.11.A First Offense – The Head Coach will be relegated to the dugout for the remainder of the game.
- 84.11.B Second Offense – The Head Coach must leave the ballpark (including field of play and parking lot) and will be required to meet with their division Coach Commissioner prior to coaching their next game.
- 84.11.C Third Offense – The Head Coach must leave the ballpark (including field of play and parking lot) and will be subject to the penalties of a 1st Ejection under the Conduct & Ejection policy within the LEAYSA Baseball Bylaws.

LOCAL RULES – 13/14 DIVISION

MAJORS BASEBALL (AGES 13-14)

85.0 EQUIPMENT

- Catchers Gear- (Helmet with throat guard, knee & shin guards, & chest plate, “cups” are required)

86.0 FIELD SET UP

- 86.01 Baselines are set at 90', outfield fence of min. 320', 12' Diameter Pitching Circle with center 60' from home plate.
86.02 (2) Two offensive coaches are allowed to coach from the coach's boxes on the first and third base foul lines.

87.0 RULES OF PLAY

- 87.01 Seven (7) innings, or 105-minute (1hr 45 min) time limit, will constitute a complete regulation game.
87.02 If the game is tied after both teams have played seven (7) complete innings or the time limit has expired, the game is over.
87.02.A NOTE: If official time has expired, the Umpire will allow the game to complete the inning in consideration of the score and Home team assignment.
87.03 (3) Three outs constitute an inning
87.04 Game Ending Mercy Rules – 15 after 3 innings, 11 after 4 innings and 6 after 5 innings

88.0 OFFENSE

- 88.01 Coaches are required to list all players present in the batting order for each game. Continuous batting shall be used. The entire roster must be batted through, in order without substitution.
88.02 Players arriving late will be added at the bottom of the order.
88.03 If a player leaves the game sick and re-enters, he/she will go back in the same spot in the order. If the sick player is unable to bat, the team will have to take an out.
88.04 If a player leaves the game due to injury, he/she may not return. No out will be recorded.
88.05 After a 1st warning to a player for slinging a bat, subsequent occurrences with that player will be called out and the ball will be declared dead.
88.06 NO SLASH BUNTING. Result will be an automatic out.
88.07 Infield fly rule in effect
88.08 Runners may advance at their own risk on overthrows during live play.
88.09 Runners may lead off and may also steal bases.
88.10 Sliding head first is allowed. Diving back to a base is allowed.
88.11 On deck batter must warm up in on deck circle according to the guidelines below for their safety
88.11.A Right-handed batter: The on deck batter should go to 3rd Base on deck circle to warm up
88.11.B Left-handed batter: The on deck batter should go to 1st Base on deck circle to warm up

89.0 DEFENSE

- 89.01 Infielders shall be positioned at 1st, 2nd, 3rd, short stop, catcher, and pitcher
89.02 Infielders may not advance more than 10 ft. towards home plate until the ball is hit.
89.03 Teams may use free substitution on defense except for pitcher position but the batting order shall remain the same.
89.04 Once a player is removed from the pitching position, that player may not return to the pitching position in that game.
89.05 Balks are called. If an umpire observes a pitcher balking, the umpire calls time and instructs the player and coach in regards to the balk.
89.06 Defensive players may not block the base line unless they are in possession of the ball or in the process of receiving the ball.
89.07 Catcher must wear full catcher's protective equipment. The catcher may use a fielder's glove or catcher's mitt. The catcher must be in a squatting position when the ball is pitched
89.08 Dropped third strike rule is in effect
89.09 Teams will follow the pitching rules of play outlined in the USSSA rules.
89.10 The pitcher(s) cannot exceed 80 pitches in any given game.
89.10.A **Exception:** If the pitcher reaches their 80 pitch limit and the current batter is still at the plate; the pitcher will be allowed to finish the batter prior to vacating the mound.
89.11 Max of 6 innings can be pitched in (1) day = **MUST rest the next day**
89.11.A In order to pitch in day (2) only a Max of 3 innings can be pitched in (1) day
89.11.B 3 consecutive days – day 1 max of 3 innings, day 2 max of 3 innings, day 3 remaining number of innings to add to a total max of 8 innings

- 89.11.C If player pitches 3 consecutive days regardless of the total number of innings = **MUST rest the next day**
- 89.12 Penalty for violating the pitch count requirement described above.
 - 89.12.A First Offense – The Head Coach will be relegated to the dugout for the remainder of the game.
 - 89.12.B Second Offense – The Head Coach must leave the ballpark (including field of play and parking lot) and will be required to meet with their division Coach Commissioner prior to coaching their next game.
 - 89.12.C Third Offense – The Head Coach must leave the ballpark (including field of play and parking lot) and will be subject to the penalties of a 1st Ejection under the Conduct & Ejection policy within the LEAYSA Baseball Bylaws.

DIVISION RULES SUMMARY

General rules:

- Metal cleats are NOT allowed
- Molded cleats are NOT allowed on the portable pitching mounds
- Regular Season Games can end in a tie.
- No player may sit two consecutive innings
- A minimum of 8 players, with the 9th batter being an out. When you start with 8 players you must have at least 8 players at all times. Having only 7 players will result in a forfeit.
 - Forfeits will still be played unless forfeiting team is unable to play.

3/4U T-BALL SUMMARY

Game Duration	45 Minutes
Official Inning	3 outs or Entire Line Up
Base Length	55'
Infield Fly Rule	Not in effect
Stealing	No
Walks/Bunt	No
Score	No score kept
Batting Attempts	4 swings off tee
Overthrow	1 base only on 1 st overthrow

MANDATORY – Player rotation

5U T-BALL SUMMARY

Game Duration	55 Minutes
Official Inning	3 outs or Entire Line Up
Base Length	55'
Pitch Distance	25' from home plate
Infield Fly Rule	Not in effect
Stealing	No
Walks/Bunt	No
Score	No score kept
Batting Attempts	3 pitches / 2 off tee or 3 outs
Overthrow	1 base only on 1 st overthrow

MANDATORY – Player rotation

6U COACH PITCH SUMMARY

Game Duration	60 Minutes
Official Inning	3 outs or 5 runs
Base Length	55'
Pitch Distance	35' from home plate
Infield Fly Rule	Not in effect
Stealing	No
Walks/Bunt	No
Score	Yes – no score on overthrow
Batting Attempts	4 pitches / 2 off tee or 3 outs
Overthrow	1 base only on 1 st overthrow

8U DIVISION SUMMARY

Game Duration	75 Minutes or 6 innings
Official Inning	3 outs or 5 runs
Base Length	60'
Pitch Distance	40' from home plate
Infield Fly Rule	Not in effect
Stealing	No
Walks/Bunt	No
Score	Yes
Batting Attempts	6 pitches / 3 swinging strikes
Overthrow	Runner advance at own risk

Sliding head first is not allowed

10U DIVISION SUMMARY

Game Duration	90 minutes or 6 innings
Official Inning	3 outs or 5 runs
Base Length	65'
Pitch Distance	46' from home plate
Infield Fly Rule	In effect
Stealing	Yes
Walks/Bunt	Yes
Drop 3 rd Strike	No
Balk	No - warnings
Score	Yes

Sliding head first is not allowed

12U DIVISION SUMMARY

Game Duration	90 minutes or 6 innings
Official Inning	3 outs or 5 runs
Base Length	70'
Pitch Distance	50' from home plate
Infield Fly Rule	In effect
Stealing	Yes
Walks/Bunt	Yes
Drop 3 rd Strike	Yes
Balk	Yes
Score	Yes

Sliding head first is allowed

14U DIVISION SUMMARY

Game Duration	105 minutes or 7 innings
Official Inning	3 outs
Base Length	90'
Pitch Distance	60' from home plate
Infield Fly Rule	In effect
Stealing	Yes
Walks/Bunt	Yes
Drop 3 rd Strike	Yes
Balk	Yes
Score	Yes

Sliding head first is allowed