

LA PORTE BASEBALL ASSOCIATION OFFICIAL PLAYING RULES

1.0 ADMINISTRATIVE

1.01 PURPOSE

La Porte Baseball Association (LPBA) is dedicated to and organized for the purpose of instilling in the Boys of our community: ideals of good sportsmanship, honesty, loyalty, courage, and reverence, so that they may be finer, stronger, and happier in their youth, and will grow to become good, healthy adults.

1.02 SANCTIONING BODY/SOVEREIGNTY

LPBA is sanctioned by Pony National and is in accordance with the LPBA bylaws and/or clear precedence. We are sovereign to the rules of Pony National and the LPBA bylaws.

1.03 LEAGUE RULES

LPBA will adhere to the rules of Pony National, unless superseded by these bylaws herein.

1.04 AGE DETERMINATION

The child's age as of April 30th will determine their playing age.

- (a) Foal: 3 and 4 years old
 - i. Must be fully potty trained
 - ii. Diapers and/or pull-ups are not permitted
- (b) Shetland: 5 and 6 years old
- (c) Pinto: 7 and 8 years old
- (d) Mustang: 9 and 10 years old
- (e) Bronco: 11 and 12 years old
- (f) Pony: 13 and 14 years old
- (g) Colt: 15 and 16 years old
- (h) Palomino: 17 through 19 years old

2.0 REGISTRATION

2.01 REGISTERED PLAYER

LPBA defines a registered player as one who has:

- (a) Completed the registration process.
- (b) Satisfied their financial obligation to LPBA. *Exception: President or designee approved hardship or other payment arrangement.*
- (c) Completed tryouts. *Exceptions:*
 - i. Approved automatic draft selection form submitted at the beginning of the draft.
 - ii. Injury, illness, or other extenuating circumstances approved by the Head Commissioner.
 - iii. Foal division.

- iv. Manager's child.

All registered players are guaranteed a position on a team.

2.02 PROCESS

- (a) All registration dates, times, and locations will be advertised.
- (b) Any player who registers after the closing of tryouts will be charged a \$25.00 late fee. These players will be placed on a waiting list and assigned to a team as openings in their division become available. *Exception: The late fee may be waived by the Board of Directors.*
- (c) Registration will close at the midpoint of the season.
- (d) No Player will be added after the completion of the regular season. If a playoff team falls below the minimum player requirement, a player from a non-playoff team will be placed on the affected team by a hat drawing. All available players will be included in the drawing. The Post-Season Tournament Director or designee will supervise the drawing.

2.03 WAITING LIST

- (a) Players will be placed on the waiting list in the order they registered.
- (b) The Player Agents will maintain and provide the list to the President, Vice President, and Head Commissioner upon request.
- (c) Any team(s) with openings not consistent with the rest of their division after the draft will have their team name put into a hat drawing to determine which team each player will be assigned to.
- (d) At least one Player Agent, the President or designee, and the Head Commissioner or designee will supervise the drawing.

2.04 REFUND POLICY

Refunds will be issued on a case-by-case basis as determined by the Player Agents. The President or designee will have the final decision regarding all refunds. Any refunds granted after uniforms have been ordered will have uniform costs deducted.

3.0 TRYOUTS

3.01 PROCESS

- (a) The Player Agents and the Commissioners will be responsible for organizing and conducting tryouts.
- (b) All tryout dates, times, and locations will be advertised.
- (c) Make-ups for cancellations due to inclement weather will be scheduled on an as-needed basis.

3.02 REQUIREMENTS

- (a) Each player is required to attend one of the tryout dates. *Exceptions:*
 - i. Approved automatic draft selection form submitted at the beginning of the draft.
 - ii. Injury, illness, or other extenuating circumstances approved by the Head Commissioner.

- iii. Foal division.
 - iv. Manager's child.
- (b) Players who do not meet the tryout requirements will be hat picked to teams at the conclusion of the regular draft.
 - (c) All players will field, throw, bat, and run.

4.0 DRAFT

4.01 PROCESS

- (a) The President, Vice President, Head Commissioner, and Player Agents will preside over the draft. The Head Commissioner and Player Agents will determine additional personnel.
- (b) The purpose of the draft is to distribute players as fairly as possible. The President, Vice President, and Head Commissioner will interpret any situations not specifically covered by these rules.
- (c) Attendance at the draft will consist of at least 1, but no more than 2 representatives per team.
- (d) Managers must notify their commissioner if they are unable to attend, and who will represent their team in the draft. The representatives must have a player frozen to that team, or not have a player in that division.

4.02 SIBLINGS

- (a) LPBA defines siblings as two or more children who either:
 - i. Live together in the same household.
 - ii. Are legally siblings.
- (b) Siblings in the same division will be placed on the same team. *Exception: The parent or guardian may elect to have siblings placed on separate teams **ahead of the draft**.*

4.03 AUTOMATIC DRAFT SELECTIONS (ADS)

- (a) A manager may exercise their right to three automatic selections ("freezes"). If a manager has a child/stepchild in the draft, their child/stepchild will automatically be assigned to their team. It is the **manager's responsibility** to make sure Player Agents are aware who their child is prior to the start of the draft. An ADS will not be required. If a manager has more than one child/stepchild to be automatically assigned to their team, they must use an ADS.
- (b) A manager who wishes to exercise their right to an ADS must present a completed ADS form for the player at the **ahead of the draft**.
- (c) If more than 1 manager has an ADS form filled out on the same child, all forms will be considered invalid, and the child will be eligible for selection from any team starting in the 1st round.
- (d) An ADS cannot be traded.

4.04 MECHANICS

- (a) Drafting order will be determined prior to the draft. Changes to the drafting order will not be allowed.

- (b) The drafting order will follow from top to bottom, then from bottom to top, in the same sequence for the remainder of the draft.
- (c) Starting in the second round, at the beginning of each round, each team with fewer members than the team with the most members will be allowed to pick until they have the same amount as the team with the most. If there is more than one team needing to catch up, they will alternate picking from top to bottom, then from bottom to top, in the same sequence until all teams are caught up.
- (d) All players will be eligible for selection starting round one of the draft. *Exception: Automatic Draft Selections.*
- (e) Commissioners will check the rosters of their division's teams upon notification by the Head Commissioner. Players will be added to any team not having a consistent roster within their division.
- (f) Team roster will be limited to no more than eleven; no less than nine. *Exception: Pinto and Shetland will have no more than twelve; no less than ten. Foal will have no more than eight; no less than six.*
- (g) Any team without a coaching staff will have a draft designee assigned by a Player Agent or the Head Commissioner. No trading will be allowed on these teams.
- (h) Trading
 - i. All trades will take place at the draft.
 - ii. Trades will be one for one.
 - iii. Trades will only be of draft picks within two rounds of each other. Example: A player drafted in the 3rd round will only be traded for a player drafted in the 1st, 2nd, 4th, or 5th round.
 - iv. Any registered player who completed tryouts will be eligible for trading.

5.0 GAMES AND THE REGULAR SEASON

5.01 DIVISION AGE GROUPING

- (a) Divisions will be divided into separate ages. Example: Mustang 9U and Mustang 10U. *Exception: Foal.*
- (b) Beginning with the 5U age group, players, whose parents request to their player agent, will be permitted to play up one league age.
- (c) Any age unable to form enough teams so that each team plays each other no more than twice in the regular season will be combined with the other age in that division. Example: If 14 games are planned for the regular season, Mustang 9U and 10U will be combined into Mustang if they cannot each form 8 teams.

5.02 SCHEDULING

- (a) The commissioners will create a schedule for their respective divisions. *Exception: If the Tournament Director position is filled, the Tournament Director will create schedules for all divisions.*
- (b) The Head Commissioner will approve all schedules.

- (c) No inning will start after 10:00pm. Any game not completed due to time constraints will resume at a time and date determined by the Head Commissioner.
- (d) The drop-dead time for all games is 10:15.
- (e) If three innings are played, or 2.5 if the home team is leading at the time of any stoppage, the game will be considered complete and will not be made up. *Exception: The result of the game is a tie, and a winner is necessary to determine seeding in the post-season tournament.*

5.03 SCHEDULING CONFLICTS

- (a) Any scheduled conflict with school activities must be submitted in writing to the respective league commissioner at least 48 hours prior to the game in conflict. At the time of us setting the dates for the season, we only have the testing windows available. Therefore, we will not plan around the testing schedule.
- (b) Managers will submit documentation before any game is rescheduled.
- (c) Any team capable of fielding eight players within ten minutes of the scheduled start time must play that game. Penalty: Forfeit. *Exception: Nine players for Pinto and Shetland; five players for Foal.*
- (d) Teams may borrow eligible registered players from another team in their division or below to keep from having to forfeit. They may borrow enough players to field each defensive position. Borrowed players must bat at the bottom of the lineup and play outfield positions. *Exception: Teams will not borrow a player to replace a player who is benched for discipline.* Approved Ruling: Since borrowed players must play in the outfield, teams may only borrow players up to the total number of outfield positions in their respective division.
- (e) A forfeit announced before the start of the game will be scored as 3-0.
- (f) If the winning team (according to the score of the last completed inning) forfeits, the game will be scored as 3-0.
- (g) If the losing team (according to the score of the last completed inning) forfeits, the game will be scored as it stands.

5.04 MAKE-UP GAMES

- (a) Any regular season game called due to rain, inclement weather, or school function will be resumed on the earliest possible date as determined by the Commissioner and the Tournament Director.
- (b) If three innings are played, or 2.5 if the home team is leading at the time of the stoppage, the game will be considered complete and will not be made up.

5.05 DUGOUT AND FIELD OCCUPATION

- (a) Only LPBA approved coaching staff, and registered players are permitted in the dugout/on the field.
- (b) Coaches are not required to wear a full baseball uniform. A team hat is required, and a team-colored shirt is recommended.
- (c) The field scoreboard will designate Home/Visitor team dugouts.
- (d) Coaches will be within arm's reach of the dugout while on the field during play. Penalty: Ejection. *Exception: When coaching first or third base while on offense, or when there is an injury on the field. Exception: Shetland may have no more than two coaches on the playing field, positioned in the outfield, in foul territory. These coaches may verbally assist the outfielders only and will not physically assist any player in any way.* Penalty: The offending team will lose those coaching

positions for the remainder of that game. *Exception: Foal may have no more than two coaches on the playing field, positioned in the outfield behind the players. No more than two additional coaches may position themselves in foul territory of the outfield. These coaches may verbally assist but will not physically assist any player in any way.* Approved ruling: Foal may add one additional coach in the field if agreed upon by all parties at the home plate meeting before the game. Approved ruling: Coaches will not be ejected for not being within arm's reach of the dugout unless the opposing manager makes the request to the umpire. Once the request is made, the umpire will warn both sides, and the next coach from either team not within arm's reach of the dugout will be ejected.

- (e) Teams will be allowed four coaches on the field at any time during the game. *Exception: Shetland and Foal.*
- (f) Teams will be responsible for cleaning the dugouts and picking up trash in their area. **Penalty: Manager suspension for one game.**
- (g) Any player arriving before the start of the third inning will be inserted at the bottom of the lineup card and allowed to play.
- (h) Every player on the lineup card will play a defensive position at least every other inning. **Penalty: The player will play a defensive position for the remainder of that game, and for the entire next game.** *Exception: Foal.* **Second penalty: The player will play a defensive position for the remainder of that game, and for the entire next game. Manager suspension for one game.** **Third penalty: The player will play a defensive position for the remainder of that game, and for the entire next game. Manager suspension for the remainder of the year.**
- (i) Every player on the lineup card will bat in their order for the entire game. *Exception: Post season play in Bronco and older; the manager has elected to bat nine with substitutions.*
- (j) If a player leaves the game due to unforeseen circumstances (injury, illness, etc.), an out will not be recorded for their at bat. *Exception: Post season play in Bronco or older, and the manager has elected to bat nine players, a substitution will be made or an out will be recorded.*
- (k) Dugout gates must be kept closed during play.

5.06 BOOKKEEPER AND SCOREBOARD OPERATOR

- (a) The official record of the game will be kept in GameChanger.
- (b) The home team will furnish a GameChanger admin. **Penalty: Forfeit.**
- (c) The visitors will furnish the scoreboard operator. **Penalty: Forfeit.**
- (d) The home team is responsible for posting game results in their respective groups and returning the scoreboard controller to the designated area. **Penalty: Manager suspension for one game.**
- (e) Both representatives will sit at the table behind the home plate, or within reach of the table to ensure accuracy of records.
- (f) Representatives will not communicate directly with managers or coaches for any reason during an inning. *Exception: Child safety.* **Penalty: Manager ejection.**
- (g) The GameChanger admin will communicate only with the home plate umpire if there is a question regarding what to record in GameChanger. *Exception: Child safety.* Example: Neither representative will communicate to a manager, coach or umpire that a player is batting out of order.

5.07 BENCHING FOR DISCIPLINE

- (a) Any manager who plans to discipline a player must verbally contact the parent and their commissioner, or board member on duty before the game.
- (b) If the parent is benching the player, the manager will notify their commissioner, or board member on duty before the game.
- (c) This will be noted on the lineup card.
- (d) The player must show up in uniform and watch the game from the dugout. **Penalty: Manager suspension for one game.** *Exception: Parent refusal to bring the player to the game.*

5.08 PROTEST PROCEDURE

- (a) Protests will be announced to the home plate umpire before the next pitch, play or attempted play.
- (b) A protest arising on a game-ending play will be filed before leaving the field.
- (c) Protests will be noted in the official scorebook.
- (d) Protests will be submitted to the protest committee within 48 hours.
- (e) Protests will be in legible print or type, citing the exact violation or complaint and the specific referenced rule and source.
- (f) A filing fee of \$100.00, payable to LPBA will accompany protests. If the protest is upheld, the fee will be refunded.
- (g) Any member(s) of the protest committee having direct conflict of interest in any protest must abstain from the ruling.

5.09 HOLIDAYS AND SPECIAL EVENTS

- (a) LPBA will protect the holidays by not scheduling games on a holiday weekend.
- (b) Holidays are:
 - i. Good Friday
 - ii. Easter
 - iii. Labor Day
 - iv. Memorial Day
 - v. Spring Break
- (c) Every effort will be made to accommodate other special events, but no guarantee can be made due to time constraints of the season.

5.10 BAT REGULATIONS

- (a) LPBA will follow the USABat bat regulations. **Penalty: If an illegal bat is used, the batter is called out.** This is a dead ball out. If an illegal bat is used a second time in the same game, the batter is called out, and the manager of record is ejected. If an illegal bat is used a second time in the same game, by the same player, the batter is called out and is ejected. LPBA defines a bat being used as a batter entering the batter's box with the intent of using the bat. This is a judgement call and will not be protested.

5.11 METAL CLEATS

- (a) Metal cleats will not be permitted.

5.12 FALL BALL

- (a) Spring rules apply to all divisions.
- (b) Any changes will be announced by the Head Commissioner prior to the first game of the fall season.
- (c) Rules may be amended by the Head Commissioner during the season due to any unforeseen circumstances which may arise.
- (d) There will be no extra innings in fall.
- (e) In the event the top two teams have the same record, and haven't played each other, a one game playoff will occur to determine the champion and runner up.

5.13 PITCHING

- (a) The umpire will keep the pitch count and announce it to the official bookkeeper at the end of every half inning.
- (b) The bookkeeper will record the umpire's pitch count in the official scorebook.
- (c) The umpire's pitch count will be final.
- (d) LPBA defines a day of rest as the next full calendar day. *Example: A pitcher who pitched on Monday, requiring two days of rest, will not be eligible to pitch until Thursday.*
- (e) Pitchers will have the following days of rest according to the pitches thrown:
 - i. 0-20: zero days.
 - ii. 21-40: one day.
 - iii. 41-60: two days.
 - iv. 61-80: three days.
 - v. 81-100: four days.
 - vi. 101+: five days.
- (f) A manager who uses an illegal pitcher will be suspended for the following **TWO** games. Subsequent violations will be brought before the disciplinary committee and constitute immediate dismissal.

5.14 BASEBALLS

- (a) Before the first game of the season, each manager will be issued new baseballs for each home game on their schedule.
 - i. Foal, Shetland, and Pinto will receive two per home game.
 - ii. Bronco and older will receive three per home game.
- (b) The home team manager of each game will provide the umpires with new baseballs at the home plate meeting. **Penalty: Forfeit.**
 - i. Foal, Shetland, and Pinto will provide two per home game.
 - ii. Bronco and older will provide three per home game.

6.0 VOLUNTEERS

6.01 PROCESS

- (a) LPBA defines a volunteer as a:

- i. Manager.
 - ii. Coach.
 - iii. Assistant coach, including team moms.
 - iv. Board member.
- (b) Each volunteer will sign a Code of Ethics form electronically.
 - (c) Umpires will provide a report to the umpire in chief explaining any ejections.
 - (d) Anyone denied a volunteer position by the board of directors will not be permitted within the confines of the playing field.
 - (e) Anyone suspended from a volunteer position by the board of directors will not be permitted within the confines of the playing field for the time dismissed. **Penalty: Double the original suspension.**

6.02 TEAM PLACEMENT

- (a) LPBA will use the following criteria to determine who will receive a team in each division:
 - i. Pass a background check.
 - ii. Violations of the Code of Ethics.
 - iii. Tie breaker: The Head Commissioner or delegate will determine who will receive the team.

6.03 PLAYER QUILTS

- (a) A player who quits after being drafted or placed on their team will not be permitted to play on another team during the current season.
- (b) Managers must notify their commissioner within 24 hours. **Penalty: The manager will be brought before the disciplinary committee.**
- (c) The commissioner will contact the parent or guardian to confirm the information.

6.04 PRACTICES AND GATHERINGS

- (a) LPBA defines a gathering as a meeting, for the purpose of practicing baseball, consisting of:
 - i. At least one coach.
 - ii. At least 4 players.
- (b) A mandatory practice or gathering will not be held on Sunday. *Exception: Opening weekend, pre/post season tournaments.*
- (c) There will be no more than:
 - i. Foal and Shetland: 4 gatherings per week.
 - ii. All other divisions: 5 gatherings per week. **Penalty: Manager suspension for the next two scheduled games.** Subsequent penalty: Manager suspension for the next two scheduled games, and the manager will be brought before the disciplinary committee for possible further action.
- (d) A practice or gathering will not exceed two hours. *Exception: Games.*
- (e) There will be a minimum of 2 gatherings per week, weather permitting.

6.05 PROHIBITED SUBSTANCES

- (a) The use of drugs and alcohol are not permitted inside the gates of the facility at any time.
- (b) The use of tobacco products is not permitted inside the gates of the facility at any time. **Penalty: Warning. Subsequent penalty: Ejection from the park.**
- (c) Peanut products are not permitted in the dugout area.

7.0 VOLUNTEER ELIGIBILITY

7.01 PROCESS

- (a) La Porte Baseball Association will be referred to herein after, as “LPBA”.
- (b) In this section, a “COACH”, is defined as any individual who will be required to be inside of the dugout or on the playing field with any league sanctioned team.
- (c) In this section, a "CHILD" or "MINOR" means a person under 18 years of age who is not and has not been married or who has not had the disabilities of minority removed for general purposes.
- (d) In this section, a “BOARD MEMBER”, is defined as an individual who has been either voted by his or her peers, or a person who has been nominated by the board of directors to serve on the LPBA board.
- (e) In this section, a “CALENDAR YEAR”, is defined as beginning January 1st and ending December 31st.

7.02 REQUIREMENTS

- (a) For an individual to be eligible to coach or accept a position on the LPBA board of directors as a Board Member, the applicant must provide the necessary information (Driver’s License Number, Social Security number, full name and Date of Birth) for LPBA to complete a background check of said applicant.
- (b) Returning Coaches along with Board Members will be required to pass a background check every two years.
- (c) Any individual applying for a coaching position in any capacity with LPBA, or any individual applying for a position with the LPBA Board of directors must not have:
 - i. Ever been convicted of any crime where the victim was defined as either a child or a minor.
 - ii. Ever been required by any state to register as a sex offender.
 - iii. Been convicted of an Aggravated Felony against a person in the past 7 years.
 - iv. Been convicted of Felony crime within the last 5 years.
 - v. Currently under suspension from coaching by LPBA Board of Directors.
- (d) Any person applying to coach in any capacity must be approved by the President of LPBA, or his designee, and the Head Commissioner of LPBA.
- (e) LPBA reserves the right to refuse any person the privilege to coach in any capacity with LPBA.
- (f) Any person who is denied the opportunity to Coach in any capacity with LPBA for any of above reasons listed in 7.02(c) will be provided the opportunity to appeal the decision to the LPBA board of directors at any official LPBA board meeting. Exception: Rules 7.02(c)(i) and 7.02(c)(ii).
- (g) The denied applicant must receive a two-thirds vote by the board of directors to overturn the denied request. Exception: Rules 7.02(c)(i) and 7.02(c)(ii).

- (h) Rules 7.02(c)(i) and 7.02(c)(ii) cannot be overturned by the board of directors.
- (i) If the applicant's appeal is overturned, and their request is granted by the Board of Directors, said applicant will not have to appeal the decision the next following calendar year, unless a new offense has been committed.

8.0 POST SEASON

8.01 ALLSTARS

- (a) The All-Star Committee will decide what each division will do for All-Stars

8.02 CITY CHAMPIONSHIP

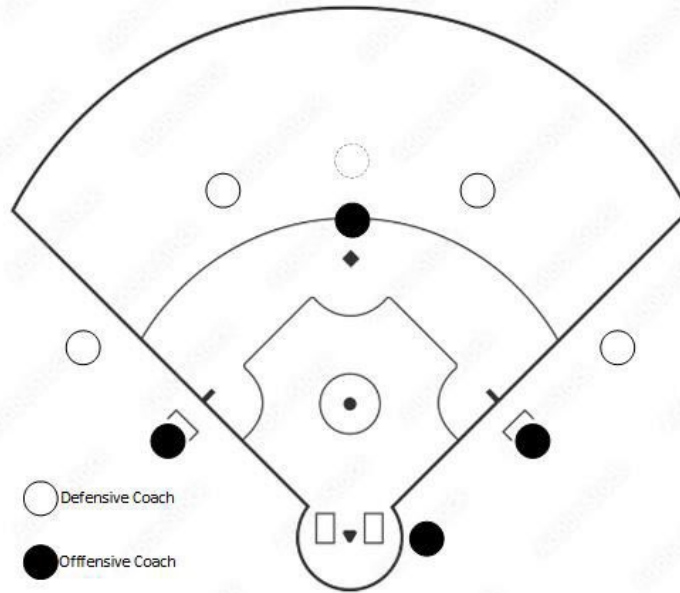
- (a) Post season play will be determined by the Tournament Director.
- (b) Teams will be seeded by their winning percentages. The higher seeded team will have the option of being home or visitor.
- (c) Championship games will be played as follows:
 - i. Championship games will be played by innings. There will be no time limit. Their divisions run rules will be in effect.
 - ii. Foal: 3 innings
 - iii. Shetland, Pinto and Mustang: 5 innings.
 - iv. Bronco, Pony, Colt and Palomino: 6 innings.
- (d) Pitchers are limited to a total of 27 outs, in addition to their daily maximum pitch count limits and required days of rest.
- (e) The tie breaking procedure for teams with identical overall win/loss records will be:
 - i. Win/loss record in head-to-head competition.
 - ii. Fewest runs allowed.
 - iii. Most runs scored.
 - iv. A one game tie breaker.
 - v. For ties with three or more teams, the tie breaking procedure will be to break tie among all eligible teams and every time a team is eliminated start over with tie breaking procedure.
- (f) All protests will be handled immediately by the Postseason Tournament director or designee.

9.0 PLAYING RULES

9.01 FOAL

- (a) GENERAL
 - i. Games will be three innings, or forty-five minutes; whichever comes first.
 - ii. The inning being played when time expires will be completed. *Exception: Home team is at bat and is winning.*
 - iii. Each team will record no more than five runs per inning.
 - iv. The game will end if mathematical elimination occurs.

- v. When time is called, the umpire will place each runner on the base they are nearest in the umpire's opinion. If the base is occupied by a runner, the umpire will place the runner on their previously reached base.
- vi. Permitted coach positioning will be defined by the following image:



(b) OFFENSE

- i. The batter will be called out if they throw the bat in an unsafe manner, as determined by the umpire. This is a dead ball out.
- ii. The batter will not swing easy or stop their swing. **Penalty: Strike.**
- iii. The batter will have three swings to put the ball in play. **Penalty: Out.**
- iv. A batted ball that does not travel beyond the dirt circle around home plate will be a strike.
- v. Batters will not be required to wear a helmet.
- vi. The batter runner and runners will advance no more than one base on ball hit to infield grass, no more than 2 bases on ball hit to infield dirt, no more than 3 bases on a grounder to outfield grass, and may advance all bases on fly ball in the air to outfield grass.
- vii. If a batter refuses to bat they may be skipped in lineup. *Exception: During playoffs batter that refuses to hit will be called out.*
- viii. Once batter runner or runner reaches maximum base outlined in (vi) and is safe, the runner cannot be called out.

(c) DEFENSE

- i. Managers may position defensive players as they choose, provided they are even with, or behind the pitching rubber.
- ii. The pitcher will not make a pitching motion.
- iii. There will be no intentional walks.

- iv. If a player refuses to take the field defensively the manager must notify the umpire, and the opposing manager.
- v. A throw will be made to record an out on any batted ball fielded inside the dirt circle around the pitching rubber.
- vi. A ball fielded on the third base side of the field will be thrown to record an out on the batter- runner attempting to advance to first base.
- vii. A ball fielded on the first base side of the field will be thrown to record an out on a runner attempting to advance to third base.

9.02 SHETLAND

(a) GENERAL

- i. Games will be four innings, or one hour; whichever comes first.
- ii. Each team will record no more than five runs per inning.
- iii. If the result of the game is a tie, one extra inning will be played, where each team may score up to five runs. Texas shootout rules will be in place: bases will be loaded with the last three batters from the previous inning, with one out. The last batter of the previous inning will occupy first base, the second to last batter will occupy second base, etc.
- iv. The game will end if mathematical elimination occurs.
- v. When time is called, the umpire will place each runner on the base they are nearest in the umpire's opinion. If the base is occupied by a runner, the umpire will place the runner on their previously reached base.

(b) OFFENSE

- i. The batter will be called out if they throw the bat in an unsafe manner, as determined by the umpire. This is a dead ball out.
- ii. The batter will not swing easy or stop their swing. **Penalty: Strike.**
- iii. The batter may measure up once each time the ball is placed on the tee. **Penalty: Subsequent times will be called strikes.**
- iv. A batted ball that does not travel beyond the dirt circle around home plate will be a foul ball.
- v. Batting coach cannot enter the dirt circle around home plate unless clearing the tee from the field of play. **Penalty: One warning will be allowed to manager. Subsequent offenses will result in strike to the batter.**

(c) DEFENSE

- i. Each team will field ten defensive players. There will be four outfielders. *Exception: A team cannot field ten players.*
- ii. The pitcher will not make a pitching motion.
- iii. There will be no more than two outfielders on either side of second base.
- iv. There will be no intentional walks.

- v. A throw will be made to record an out on any batted ball fielded inside the dirt circle around the pitching rubber.
- vi. Infield players will remain in the dirt nearest their respective bases until the batter puts the ball into fair play. **Penalty: Balk.**
- vii. All fielders must throw the ball to make a play on an advancing runner. Exception: If the runner being played upon is approaching or leaving the base covered by the fielder, the fielder is not required to make a throw; they may tag the runner or the base as required by rule to record an out. The shortstop is allowed to make a play on any runner approaching or leaving second base or on any runner approaching third base. Approved ruling: The umpire may elect no penalty if, in their best judgement, a baseball play was being made. *Exception: Rules 9.02(c)(x) & (v) and 9.02(c)(x) & (vi).*
- viii. An outfield position will be the first position dropped by any team unable to field ten players. The second position dropped will be per the manager's discretion. *Exception: The catcher position will not be dropped.*
- ix. The catcher will field their position on plays inside the dirt circle around home plate. Other players will only serve as back up. **Penalty: The runner scores.**
- x. The catcher will have both feet in the circle by home plate until the ball is put into fair play. **Penalty: Cather Balk**
- xi. Catchers must wear protective gear approved by LPBA.
- xii. The ball will not be intentionally rolled to record an out. A throw will be attempted.
- xiii. An outfielder will not record an out in the infield. The ball will be thrown to an infielder to record an out in the infield. *Exception: An outfielder catches a fly ball in the infield.*
- xiv. If the impetus of the ball hit carries the ball close to an outfielder and infielder gets ball, it must be thrown to another infielder to record an out in the infield. Any other balls that go in outfield grass, infielders can make that play. Approved ruling: Infielder acting as a "cutoff man" does not have to throw ball to infielder to record out. Example 1: Slow hit ball that barely makes it to outfield and doesn't have enough force to make it close to an outfielder; allow infielder to make play. Example 2: Ball hit glances off infielder and goes into outfield; allow infielder to make play.
- xv. A ball fielded on the third base side of the field will be thrown to record an out on the batter- runner attempting to advance to first base.
- xvi. A ball fielded on the first base side of the field will be thrown to record an out on a runner attempting to advance to third base.

9.03 PINTO

(a) GENERAL

- i. Games will be five innings, or one hour and fifteen minutes; whichever comes first.
- ii. The inning being played when time expires will be completed. *Exception: Home team is at bat and is winning.*
- iii. Each team will record no more than seven runs per inning.
- iv. One extra inning will be played if the result of the game is a tie. Texas shootout rules will be in place: bases will be loaded with the last three batters from the previous inning, with

one out. The last batter of the previous inning will occupy first base, the second to last batter will occupy second base, etc.

- v. The game will end if either team is winning by 15 runs after three innings of play, or 8 runs after four innings of play. Exception: If the home team is winning, the game will be over after three outs are recorded in the respective inning.
- vi. When time is called, the umpire will place each runner on the base they are nearest in the umpire's opinion. If the base is occupied by a runner, the umpire will place the runner on their previously reached base.

(b) OFFENSE

- i. Bunting will not be permitted.
- ii. The pitcher-coach may address the batter only. They will not coach the runners from the pitcher-coach position.
- iii. The pitcher-coach will exit the field immediately following a ball being put into fair play and clear the bat from the home plate area.
- iv. The manager may elect to use a substitute runner for their catcher. The substitute will be the previously recorded out. Approved ruling: If no outs have been recorded, the last batter listed on the lineup card will be used.
- v. The pitcher-coach will have at least one foot in contact with the pitcher's plate when they release each pitch.

(c) DEFENSE

- i. Each team will field ten defensive players. There will be four outfielders. *Exception: A team cannot field ten players.*
- ii. There will be no intentional walks.
- iii. An outfield position will be the first position dropped by any team unable to field ten players. The second position dropped will be per the manager's discretion. *Exception: The catcher position will not be dropped.*
- iv. The catcher will play in the catcher's position in the catcher's box and will return all pitches to the pitcher player.
- v. The catcher will field their position on plays inside the dirt circle around home plate. Other players will only serve as back up. **Penalty: The runner scores.** Approved Ruling: A catcher retrieving a passed ball from the backstop and throwing it to another fielder covering home is the catcher fielding their position.

9.04 MUSTANG

(a) GENERAL

- i. Games will be five innings, or one hour and thirty minutes; whichever comes first.
- ii. The inning being played when time expires will be completed. *Exception: Home team is at bat and is winning.*
- iii. Each team will record no more than seven runs per inning.

- iv. One extra inning will be played if the result of the game is a tie. Texas shootout rules will be in place: bases will be loaded with the last three batters from the previous inning, with one out. The last batter of the previous inning will occupy first base, the second to last batter will occupy second base, etc.
- v. The game will end if either team is winning by 15 runs after three innings of play, or 8 runs after four innings of play. *Exception: If the home team is winning, the game will be over after three outs are recorded in the respective inning.*

(b) OFFENSE

- i. The batter-runner will not advance beyond first base on a base on balls.
- ii. The batter will not distractingly wiggle the bat on a bunt. **Penalty: Dead ball. Strike.**
- iii. Slash bunting will not be permitted. **Penalty: The batter is out. The third base coach is ejected from the game.**
- iv. The batter will not swing on a squeeze play. **Penalty: The batter is out. The third base coach is ejected from the game.**
- v. The manager may elect to use a substitute runner for their catcher and/or pitcher. The substitute will be the previously recorded out. Approved ruling: If no outs have been recorded, the last batter listed on the lineup card will be used.

(c) DEFENSE

- i. Each batter will be intentionally walked by the manager signaling the batter to first base no more than once per game. The pitcher will pitch to that batter on subsequent intentional walks.
- ii. The pitcher will not throw more than 65 pitches in one day. *Exception: The pitcher may finish the current at bat in which their maximum pitch count was reached. The manager will record the reason for exceeding the maximum pitch count in the official scorebook.*
- iii. Balks will be called all season, but penalties will not be enforced until each team has completed 50% of their games. *Exception: The offensive manager may elect to accept the result of the play.*

9.05 BRONCO

(a) GENERAL

- i. Games will be six innings, or one hour and forty minutes; whichever comes first.
- ii. The inning being played when time expires will be completed. *Exception: Home team is at bat and is winning.*
- iii. One extra inning will be played if the result of the game is a tie. Texas shootout rules will be in place: bases will be loaded with the last three batters from the previous inning, with one out. The last batter of the previous inning will occupy first base, the second to last batter will occupy second base, etc.
- iv. The game will end if either team is winning by 20 runs after 2 innings of play, 15 runs after 3 innings, 10 runs after 4 innings or 8 runs after 5 innings of play. *Exception: If the home team is winning, the game will be over after three outs are recorded in the respective inning.*

(b) OFFENSE

- i. Slash bunting will not be permitted. **Penalty: The batter is out. The third base coach is ejected from the game.**
- ii. The batter will not swing on a squeeze play. **Penalty: The batter is out. The third base coach is ejected from the game.**
- iii. The manager may elect to use a substitute runner for their catcher and/or pitcher. The substitute will be the previously recorded out. Approved ruling: If no outs have been recorded, the last batter listed on the lineup card will be used.

(c) DEFENSE

- i. Each batter will be intentionally walked by the manager, signaling the batter to first base no more than once per game. The pitcher will pitch to that batter on subsequent intentional walks.
- ii. The pitcher will not throw more than 75 pitches in one day. *Exception: The pitcher may finish the current at bat in which their maximum pitch count was reached. The manager will record the reason for exceeding the maximum pitch count in the official scorebook.*

(d) PLAYOFFS

- i. The manager may elect to bat nine players and use substitutions.
- ii. All players will play at least six consecutive outs and bat at least once when substitutions are used. Exception: If a mercy rule is applied to the tournament, the Head Commissioner will determine if the minimum playing time was met.
- iii. A substitution may replace any position in the lineup.
- iv. A substitution will not re-enter the game once they are removed.
- v. A starting player will only re-enter the game at their original batting order.

9.06 PONY

(a) GENERAL

- i. Games will be six innings, or one hour and forty minutes; whichever comes first.
- ii. The inning being played when time expires will be completed. *Exception: Home team is at bat and is winning.*
- iii. One extra inning will be played if the result of the game is a tie. Texas shootout rules will be in place: bases will be loaded with the last three batters from the previous inning, with one out. The last batter of the previous inning will occupy first base, the second to last batter will occupy second base, etc.
- iv. The game will end if either team is winning by 20 runs after 2 innings of play, 15 runs after 3 innings, 10 runs after 4 innings or 8 runs after 5 innings of play. Exception: If the home team is winning, the game will be over after three outs are recorded in the respective inning.

(b) OFFENSE

- i. Slash bunting will not be permitted. **Penalty: The batter is out. The third base coach is ejected from the game.**
- ii. The batter will not swing on a squeeze play. **Penalty: The batter is out. The third base coach is ejected from the game.**

- iii. The manager may elect to use a substitute runner for their catcher. The substitute will be the previously recorded out. Approved ruling: If no outs have been recorded, the last batter listed on the lineup card will be used.

(c) DEFENSE

- i. Each batter will be intentionally walked by the manager signaling the batter to first base no more than once per game. The pitcher will pitch to that batter on subsequent intentional walks.
- ii. The pitcher will not throw more than 85 pitches in one day. *Exception: The pitcher may finish the current at bat in which their maximum pitch count was reached. The manager will record the reason for exceeding the maximum pitch count in the official scorebook.*

(d) PLAYOFFS

- i. The manager may elect to bat nine players and use substitutions.
- ii. All players will play at least six consecutive outs and bat at least once when substitutions are used. *Exception: If a mercy rule is applied to the tournament, the Head Commissioner will determine if the minimum playing time was met.*
- iii. A substitution may replace any position in the lineup.
- iv. A substitution will not re-enter the game once they are removed.
- v. A starting player will only re-enter the game at their original batting order.

9.07 COLT

(a) GENERAL

- i. Games will be six innings, or one hour and forty minutes; whichever comes first.
- ii. The inning being played when time expires will be completed. *Exception: Home team is at bat and is winning.*
- iii. One extra inning will be played if the result of the game is a tie. Texas shootout rules will be in place: bases will be loaded with the last three batters from the previous inning, with one out. The last batter of the previous inning will occupy first base, the second to last batter will occupy second base, etc.
- iv. The game will end if either team is winning by 20 runs after 2 innings of play, 15 runs after 3 innings, 10 runs after 4 innings or 8 runs after 5 innings of play. *Exception: If the home team is winning, the game will be over after three outs are recorded in the respective inning.*

(b) OFFENSE

- i. Slash bunting will not be permitted. **Penalty: The batter is out. The third base coach is ejected from the game.**
- ii. The batter will not swing on a squeeze play. **Penalty: The batter is out. The third base coach is ejected from the game.**
- iii. The manager may elect to use a substitute runner for their catcher. The substitute will be the previously recorded out. Approved ruling: If no outs have been recorded, the last batter listed on the lineup card will be used.

(c) DEFENSE

- i. Each batter will be intentionally walked by the manager signaling the batter to first base no more than once per game. The pitcher will pitch to that batter on subsequent intentional walks.
- ii. The pitcher will not throw more than 95 pitches in one day. *Exception: The pitcher may finish the current at bat in which their maximum pitch count was reached. The manager will record the reason for exceeding the maximum pitch count in the official scorebook.*

(d) PLAYOFFS

- i. The manager may elect to bat nine players and use substitutions.
- ii. All players will play at least six consecutive outs and bat at least once when substitutions are used. *Exception: If a mercy rule is applied to the tournament, the Head Commissioner will determine if the minimum playing time was met.*
- iii. A substitution may replace any position in the lineup.
- iv. A substitution will not re-enter the game once they are removed.
- v. A starting player will only re-enter the game at their original batting order.

9.08 PALOMINO

(a) GENERAL

- i. Games will be six innings, or one hour and forty minutes; whichever comes first. The inning being played when time expires will be completed. *Exception: Home team is at bat and is winning.*
- ii. One extra inning will be played if the result of the game is a tie. Texas shootout rules will be in place: bases will be loaded with the last three batters from the previous inning, with one out. The last batter of the previous inning will occupy first base, the second to last batter will occupy second base, etc.
- iii. The game will end if either team is winning by 20 runs after 2 innings of play, 15 runs after 3 innings, 10 runs after 4 innings or 8 runs after 5 innings of play. *Exception: If the home team is winning, the game will be over after three outs are recorded in the respective inning.*

(b) OFFENSE

- i. Slash bunting will not be permitted. **Penalty: The batter is out. The third base coach is ejected from the game.**
- ii. The batter will not swing on a squeeze play. **Penalty: The batter is out. The third base coach is ejected from the game.**
- iii. The manager may elect to use a substitute runner for their catcher. The substitute will be the previously recorded out. *Approved ruling: If no outs have been recorded, the last batter listed on the lineup card will be used.*
- iv. When playing Colt teams, wood bats are required for all batters. *Exception: Colt age players who are playing up.*

(c) DEFENSE

- i. Each batter will be intentionally walked by the manager signaling the batter to first base no more than once per game. The pitcher will pitch to that batter on subsequent intentional walks.
- ii. The pitcher will not throw more than 105 pitches in one day. *Exception: The pitcher may finish the current at bat in which their maximum pitch count was reached. The manager will record the reason for exceeding the maximum pitch count in the official scorebook.*

(d) PLAYOFFS

- i. The manager may elect to bat nine players and use substitutions.
- ii. All players will play at least six consecutive outs and bat at least once when substitutions are used. *Exception: If a mercy rule is applied to the tournament, the Head Commissioner will determine if the minimum playing time was met.*
- iii. A substitution may replace any position in the lineup.
- iv. A substitution will not re-enter the game once they are removed.
- v. A starting player will only re-enter the game at their original batting order.