

LOCKPORT BOYS BASEBALL RECREATIONAL RULES

DIVISIONS

Lockport Boys Baseball is a nonprofit organization that provides a supervised program of competitive and instructional baseball games and organizes baseball divisions for all players (boys and girls) from 4 - 16 years of age. Divisions available are:

Shetland Division (ages 4 and 5)

This division is for children who are 4 and 5 years old. Children must be 4 years of age by April 30th of current year. At this level, players will hit from a mix of tee and coach pitching from his knee. The coach will 5-6 pitches and if a batter does not make contact in fair territory a tee will be used. Ten players will play in the field and shall be moved around each inning. Six batters will bat or half the line up each inning for a maximum of 6 innings. No outs or score will be recorded. This division focuses totally on instruction of beginning players. At the league directors discretion, tees may be used more at early season.

Maverick Division (ages 5, 6, and 7)

This division is designed to be an introduction to Pinto. It is for advanced 5-year olds, 6-year olds, and 7-year olds that are not quite ready for Pinto. This level will be coach pitch only for the first half of the season and player pitch for the second half. Outs and scores will be recorded. All other Pinto division rules apply.

Pinto Division (ages 7 and 8)

This level will be modified player pitch. Modified player pitch is simply when the opposing pitcher reaches ball four, the batter's coach will come into pitch until that batter puts the ball into play or strikes out. No walks will be issued. At this level all the basic fundamentals of the game are reinforced and learning how to pitch is emphasized.

Mustang Division (ages 9 and 10)

This level for most children is the exciting beginning to the real game of baseball as they see it on television. Walks are issued, bases may be stolen after the ball passes the plate, bunting and an introduction to basic signs are all very important phases of this level.

Bronco Division (ages 11 and 12)

This level is where the full game of baseball is played. All restrictions are removed especially in regard to stealing and pitching. Players are now allowed to lead off bases, and pitchers are taught to hold and defend against all aspects of the running game.

Pony Division (ages 13 and 14)

This level focuses on playing the complete game baseball on a near major league size diamond. Players are encouraged to refine and build on the skills learned in the previous league. For many of

our players this is the perfect opportunity to hone their skills before they enter high school in a fun and relaxed environment.

Colt Division (ages 15 and 16)

Full baseball rules on regulation size field

1 -THE LEAGUE

- A. LBB does not limit participants in its leagues on the basis of disability.
- B. LBB is a nondiscriminatory organization, which prohibits actions against an individual on the basis of race, sex, creed, religion or national origin.
- C. Divisions shall be composed of any number of teams.

2 - SELECTION OF PLAYERS

All players and managers within the Lockport Boys Baseball selected by following procedures:

A. Manager Assignments: (As approved by the LBB Board)

B. Protected Players:

Each manager will protect his or her son's and/or daughter's and may elect to protect one player for an assistant coach. All other registered players will be placed in the draft.

C. Draft Procedure:

The order of the draft will be determined by lottery. Draft will run 1 – x and then x – 1. When a manager has two sons/daughters or his protected pick has a brother/sister in the same age group, the second round pick will be forfeited. If in the course of the draft a player is chosen who has a brother/sister the same rules apply. During the first rounds of the draft, all teams can ONLY choose players from the older age group of that league. Once all of the older age group players are selected players from the younger age group are drafted. This will try to ensure that all teams have (as close as possible) an equal balance of older and younger players. If any players were not present at evaluations, they will be blind picked in the draft order after the last evaluated player has been drafted. Late registers for the league after the draft has taken place will be added to the next team in line following the draft order.

D. Trades: Any trades of players drafted must be done immediately after the final round of the draft. The League Director presiding over said league must approve any trade. Trades must also be age specific (example: a 10-year-old player can only be traded for another 10-year-old player). Trade will go in the same order of the draft.

G. Shetland division has no draft

H. All parent requests are to be considered as long as team player count and team skill level can remain even.

3 - PLAYING FIELDS

A. Distance between bases:

Shetland and Maverick - 50 feet

Pinto and Mustang -60 feet

Bronco - 70 feet

Pony - 80 feet

Colt - 90 feet

B. Pitching Distance:

Maverick and Pinto - 38 feet

Mustang - 44 feet

Bronco - 48 feet

Pony - 54 feet

Colt - 60 feet, 6 in.

4 - EQUIPMENT

A. Baseballs -Only baseballs provided by LBB shall be used for play.

B. Bats: Shetland to Mustang - all bats may be used, no restrictions. Bronco and above: Wooden, metal, or composite bats can be used. Bats diameter cannot exceed 2 5/8" in diameter. All metal or composite bats must have a USSSA or USA Baseball stamp. All -3 must be BBCOR.

C. Shoes -Rubber soled or rubber cleated shoes are permitted in all divisions. Metal cleated baseball shoes may be worn on in Pony and Colt division.

D. Helmets -The batter, players in the on-deck batting area, and base runners must have on league provided helmet.

E. Catchers Gear -Catchers are required to wear proper protective equipment including a mask with throat guard, chest protector, shin guards and protective headgear which gives protection to the top of the head when catching behind the plate. Any player serving as a catcher to warm up a pitcher shall wear a mask, whether the pitcher is warming up from the mound, in the bullpen or elsewhere.

F. Athletic Cups -It is recommended that managers make every effort to encourage the wearing of protective athletic cups by all male players. All players **MUST** wear athletic cup when catching.

G. Uniforms -Only LBB issued uniforms may be worn during games. Uniform will consist of league logo hat and shirt, gray pants, and team colored socks. This rule prohibits the wearing of shorts (defined as trousers which do not cover the knees of the wearer) or full-length slacks by the players.

H. Jewelry -No jewelry shall be worn by any player, except for medical identification.

I. Electronic Devices -Cell phones, pagers or any other types of communication devices cannot be used on the field of play.

5 - PLAYING RULES

The official playing rules, with the exceptions and variations contained in this book, shall be "Official Rules of Major League Baseball" completely revised, as released through the office of the Commissioner of Baseball and or "PONY "baseball

A. The entire roster of players present for the game shall bat in rotation. Any players arriving late to the game must be added to the bottom of the order.

B. Free defensive substitutions are allowed in all leagues. Except for injury, or for disciplinary reasons no player shall be removed during the course of an inning.

C. Interchanges of defensive positions during an inning are prohibited in Shetland. Interchanges may be made in Pinto, Mustang, Bronco, Pony and Colt.

D. Avoid Contact Rule. A runner will be out when he/she does not slide or attempt to avoid contact with a fielder who has the ball and is waiting to make a tag.

E. There is to be NO swinging of bats (practice swings) outside of the playing field during a game or practice, unless under the direct supervision of a coach.

F. Home Team Responsibilities

Home team uses the third base dugout.

Home team is responsible for the preparation of the playing field, including securing the bases, lining the field. In cases when no game follows, drag the field after the game, fill in any holes at the pitcher's mound and the batting boxes, and tarp. Home team should arrive no later than 30 minutes prior to start time. In cases that additional work is needed please arrive in time to not delay start time.

G. Visiting Team Responsibilities

In the event of wet field conditions, help the home team prepare the field for play.

Be assigned to use the first base side player's bench.

H. Shetland Division:

Ten players shall be used defensively. The four outfielders and 6 on infield.

All teams bat half of their roster each inning. Note: Players who are tagged or forced out as result of a defensive play must be removed from the bases.

Game play shall play shall be divided equally and players should move to new positions each inning.

Batters are not permitted to bunt.

I. Maverick Division:

Ten players shall be used defensively.

Game play should be divided equally.

Each player must play at least two innings in the infield positions, unless the parent or player opposes.

Batters are not permitted to bunt.

There is no infield fly rule.

A batter shall be declared out after failing to hit a fair ball after 10 pitches are delivered by the coach pitcher. The batter is out if there are three strikes before the tenth pitch. Only missed swings are counted as strikes, as are foul balls and foul tips. A batter is not out on a foul ball or a foul tip even if it is the tenth pitch.

There is no dropped third strike rule.

Base runners are not permitted to steal bases and shall remain in contact with the base until ball is hit.

If a batted ball hits the coach pitcher or a coach the ball is dead.

The runner shall not advance on any overthrown ball from the infield.

When the ball is hit to the outfield as soon as it advances to the infield, runners that are past the half way line can advance to the next base. All runners that are not yet to the half way line shall be instructed to go back to the previous base.

J. Pinto Division:

Ten players shall be used defensively.

Game play is to be divided equally

Batters are not permitted to bunt.

There is no infield fly rule.

There is no dropped third strike rule.

Base runners are not permitted to steal bases and shall remain in contact with the base until ball is hit.

If a batted ball hits the coach pitcher or a coach the ball is dead.

The runner shall not advance on any overthrown ball from the infield.

When the ball is hit to the outfield as soon as it advances to the infield, runners that are past the half way line can advance to the next base. All runners that are not yet to the half way line shall be instructed to go back to the previous base.

K. Mustang Division:

Game play is to be divided equally.

Players may steal 2nd or 3rd base only. Once a pitcher is on the rubber the runner/s must remain in contact with the starting base until the ball crosses the plate. If the umpire sees a runner leaving the base early that runner will return to starting base. The ball does not need to be caught by the catcher.

Runners are NOT allowed to advance to home on a steal, passed ball, or an over throw by the catcher back to the pitcher.

There is no dropped third strike rule.

There is no infield fly rule.

L. Bronco/Pony/Colt Divisions:

Game play is divided equally

Bronco/Pony - will comply with Greater Dupage Pony Baseball rules.

Colt - will comply with SWILA rules.

All MLB rules apply

6 - PITCHING RULES

A. Any team member may pitch (in age eligible leagues), subject to the restrictions of the pitching rules.

B. Shetland - No pitching is allowed.

C. Maverick - Coach Pitch first half, player pitch second half.

D. See Pinto pitching rules below.

Coach Pitcher must throw overhand.

The coach pitcher shall throw a maximum of 10 pitches. Foul tips on 10th pitch is replayed.

If a batter is hit by a coach pitcher, he shall not be awarded first base.

While the coach is pitching, the player pitcher shall take the position beside the coach, even with the pitcher's plate.

While on the field the coach Pitcher shall refrain from coaching any runner and shall avoid interfering with any play.

D. Pinto - Modified Player Pitch only.

Pitchers shall pitch a maximum of four "balls" per batter. At that time, an offensive team coach shall pitch until the batter completes his time at bat. The umpire will continue to call strikes while the coach is pitching.

If a batter is hit by a kid pitcher, he shall be awarded first base.

Coaches must pitch from pitching plate.

While the coach is pitching, the player pitcher shall take a position beside the coach, even with the pitching plate.

While on the field the coach Pitcher shall refrain from coaching any runner and shall avoid interfering with any play.

Pitchers are allowed to pitch a maximum of 2 innings in a game and 4 innings per week. If before the second inning is completed the pitch count reaches 50 pitches the coach pitcher shall complete that at bat and a new pitcher shall be brought in for the next batter.

Part time travel players are only allowed to pitch 1 inning per game.

7-year-old players can pitch 2 innings per game.

A 48-hour minimum rest (from start of game) is required between starts when maximum innings are pitched in a game or in a day.

As soon as a pitcher delivers one pitch to a batter the pitcher shall be considered as having pitched in one inning.

A pitcher must be removed from the mound if they hit two batters in a single inning or 3 players in a game.

Any pitcher withdrawn from the mound shall not be permitted to pitch again in the same game.

A pitcher is allowed 6 warm up pitches.

E. Mustang

Pitchers are allowed to pitch a maximum of 3 innings in a game. Once pitch count reaches 50 the pitcher shall compete that at bat and a new pitcher shall be brought in for next batter. If the Manager

of the team at bat thinks a pitcher has reached or exceeded his pitch count limit, they shall notify the umpire at the end of that at bat. If it is found the pitch count has reached or exceeded the max count the pitcher shall be changed with no penalty.

Pitchers pitching 50 or more pitches must rest 48 hours no matter how many innings are pitched.

Pitchers are not allowed to pitch more than 6 innings for the week. A week refers to a calendar week running from Monday through Sunday.

Any pitcher withdrawn from the mound shall not be permitted to pitch again in the same game.

A pitcher is allowed 6 warm up pitches.

D. Bronco

Pitchers are allowed to pitch a maximum of 4 innings in a day

Pitchers are not allowed to pitch more than 10 innings for the week. A week refers to a calendar week running from Monday through Sunday.

A 48-hour minimum rest (from start of game) is required between starts when maximum innings are pitched in a game or in a day.

As soon as a pitcher delivers one pitch to a batter the pitcher shall be considered as having pitched in one inning.

A pitcher must be removed from the mound if they hit two batters in a single inning or 3 in a game.

Any pitcher withdrawn from the mound shall not be permitted to pitch again in the same game.

Pitchers are allowed eight warm up pitches.

7 - LENGTH OF GAMES

A. Shetland Regulation length of game is four innings.

B. Maverick regulation length of game is six innings. Maximum 5 runs per inning, except in the 6th or extra innings which are open.

C. Pinto Regulation length of game is six innings. Maximum 5 runs per inning, except in the 6th or extra innings which are open.

D. Mustang Regulation length of games is six innings. Maximum 5 runs per inning, except in the 6th or extra innings which are open.

E. Bronco, Pony, and Colt length of game is seven innings.

F. At 1Hr 45 minutes a new inning cannot begin. If in the second half of an inning the team batting has the lead at 1Hr 45 Min. game is over. If inning is completed and time expires tie games end in a tie. (Except in playoff brackets)

G. Called Games -If a game is called for any reason by an umpire or league official, the game will be considered complete if the teams have reached the 4th inning for a 6-inning game.

H. In games that are suspended, players that were not in attendance at the time of curtailment shall be added to the bottom of the lineup for the continuation. Furthermore, players that cannot attend the continuation of the game (but previously were in the lineup) shall be skipped over in the lineup and shall not be considered an out.

I. 10 run rule -If a team is leading an opponent by runs after 5 innings (4 ½ if home team is leading) the game shall be terminated and the team in the lead shall be declared the winner. This rule does not apply in Maverick and Pinto divisions.

8. Start times and Curfew

Weekday games: 5:30pm and 7:30 pm if on lighted field.

Saturday games begin at 9:00am and are every 2 hours.

Sunday games begin at 10:00am and are every 2 hours.

ALL games must end at 10:00pm. (Except playoff games)

9 - UMPIRES

A. Assignment of umpires shall be the responsibility of the Head umpire. Jr. Umpires are used for Pinto. No umpires are used in Maverick and Shetland. Both team's managers and coaches are responsible for overseeing activity.

B. At any time the umpires assigned by the league fail to report, Home team manager is responsible for contacting the Head umpire. This should also be reported to the League President.

10 - SCOREKEEPERS

A. The official scorekeeper (home team) shall record at bats, hits, runs, errors, strikeouts, bases on balls, innings pitched in by each pitcher and scheduled starting time of games. Although the home team scorebook is the official scorebook, the visiting team must also keep a scorebook in case questions or disputes.

11 - MANAGERS AND COACHES

A. Managers from both teams shall meet with the umpire at ten minutes prior to game time to discuss ground rules and other game preliminaries.

B. Shetland, Maverick, and Pinto two adult coaches may be stationed on the playing field, beyond the baselines, to provide verbal instructions to the defensive team.

C. Players, managers and coaches shall remain in the dugouts, on the benches or in the prescribed areas throughout the game.

D. Only the manager shall approach the umpire for the explanation of a call.

E. If a manager or coach goes onto the playing field to talk to any player or players more than once in a half inning, while the same player is pitching, a pitching change shall be made. The only exceptions to this rule shall be in case of injury, or if time is called by the opposing team or by an umpire.

F. Umpires shall not permit more than one offensive time out in each inning to allow a manager or coach to talk with a batter.

G. The use of tobacco, alcohol or illegal drugs in any form by players or adult leaders in the dugout, on the benches or on the playing field shall not be permitted.

12 - PENALTIES

A. A team failing to field at least eight uniformed players within 15 minutes after scheduled starting time of a game, or at any time during the game, shall forfeit the game. Except for the following conditions:

During the course of the game a team may play with 8 players if, the player in question, becomes sick, ill, or injured. There will be no penalty or an out for the missing ninth player.

If the coach notifies the opposing team and the umpire prior to the start of the game that one of his players has to leave due to a previous commitment. There will be no penalty of an out when the missing player comes to bat.

B. In the event a team has fewer than 9 available players, a fill in player may be used from another team in that division. That player may pitch or catch and must bat last in the batting order. A player from a lower division can only be used with Executive Board approval and in cases that no players in that division are available.

C. Penalty for use of illegal substitute player shall be forfeiture of game.

E. Illegal equipment shall be removed from the game.

Penalty for use of illegal shoes shall be removal of the shoes from the game, and, if no other legal footwear is available, removal of the affected player or players from the lineup.

Players who do not wear complete conventional uniforms, protective headgear and catching equipment as required by these rules, shall be removed from the lineup.

Players who intentionally, in the judgment of the umpire, throw bats or protective headgear, or discard protective headgear while batting or running the bases, shall be ejected from the game following completion of any play in progress at the time the violation occurs. Such action does not constitute an out and such players shall be replaced as batters or base runners if appropriate.

13 - PROTESTS

A. A protest based on a play which involves an umpire's judgment shall not be permitted.

B. When protests are based on an interpretation of the rules, the objecting manager shall, at the time the play occurs, notify the Head umpire, the opposing manager and official scorer that the game is being played under protest.

14 - GENERAL CONDUCT/BEHAVIOR/SAFETY

A. Players or adult volunteers who engage in unsportsmanlike conduct, such as fighting, abusive language or similarly derogatory activity, will be subject to a disciplinary action as per LBB bylaws

B. Any player who unintentionally throws a bat may, at the discretion of the umpire be called out. In such instance the ball is immediately dead and all runners must return to the base previously occupied at the time of the pitch.

C. The umpire may without prior warning, eject a player from the game for any of the following acts:

- Flagrant throwing of equipment
- Un sportsman like or dangerous conduct
- Delivery of a pitch in a state of anger

Note: It shall be the managers, umpire and opposing manager responsibility to advise the appropriate player agent of any player ejected within 24 hours.

D. Each manager is responsible for the behavior of his coaches, players and spectators. The umpire may award the game by forfeit to the opposing team for behavior not controlled after sufficient warning.

E. Each manager is to instruct all players and their parents that it's their responsibility to inform him/her of any illness before the start of the game or practice or during the course of play, immediately upon its occurrence. If the player is under the care of a doctor, the manager must be presented with a note from the player's parent or doctor stating that he/she is able to play ball.

F. Under no circumstances will a manager, coach, or LBB member dispense any medication to a player, except a parent or guardian to his or her own child.

G. A player once removed from a game because of injury or illness however minor it may be, may not reenter the game and no out is charged in the batting order. If the player requires a pinch runner, the pinch runner shall be the last recorded out in the lineup, or the player that most closely precedes the injured player.

H. The umpire shall suspend play any time when it is unsafe, because of weather conditions, darkness, conditions of the field, decorum of the game or otherwise.

I. The sighting of lightning shall result in the IMMEDIATE SUSPENSION OF ALL GAMES ON ALL FIELDS for 30 minutes. In the event time limit has expired while under a lightning delay game is over.