



LOCKPORT BOYS BASEBALL SPRING RECREATIONAL BASEBALL RULES (Revised February 2025)



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. Lockport Boys Baseball does not limit participants in its leagues on the basis of disability. Lockport Boys Baseball is a nondiscriminatory organization, which prohibits actions against an individual on the basis of race, sex, creed, religion or national origin.

Divisions

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 the current year. At this level, players will hit from a mix of tee and coach pitching. If a batter is unable to hit the ball off coach pitch, 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.

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.

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. Players in the Bronco division will participate in the Southwest Baseball League consisting of teams from multiple area programs.



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Divisions

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. Players in the Pony division will participate in the Southwest Baseball League consisting of teams from multiple area programs.

Colt Division (ages 15 and 16)

Full baseball rules on regulation size field

Assignment of Players to Rosters

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

- (1) Manager Assignments: (As approved by the LBB Board)
- (2) Protected Players
 - (a) Each manager will protect his or her son's and/or daughter's
 - (b) Each manager may elect to protect one player for up to 2 assistant coaches.
- (3) Draft Procedure:
 - (a) Draft order will be determined by lottery.
 - (b) Draft will be snake method; 1 – x and then x – 1.
 - (c) 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.
 - (i) If in the course of the draft a player is chosen who has a brother/sister the same rules apply.
 - (d) 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.
 - (e) This will try to ensure that all teams have (as close as possible) an equal balance of older and younger players.
- (4) Players not present at evaluations will be ineligible to be drafted.



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Assignment of Players to Rosters

- (a) They will be assigned according to draft positions after the last evaluated player has been drafted.
 - (b) Late registers for the league after the draft has taken place will be added to the next team in line following the draft order.
- (5) Parents may make requests. Coaches are encouraged to consider parent requests, but are not required to honor them (except in circumstances where the board / division director deems it necessary)
- (6) 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.
- (7) Shetland division has no draft; players will be assigned at random. Requests will be considered but not guaranteed.

General Rules of Play

- (1) Game play should be divided equally amongst all players in a given game; across all age levels, any player who puts forth a reasonable effort to participate & improve should be awarded no less than **3 defensive innings per game** (*subject to length of games & opportunities)
- (2) All teams should bat a continuous lineup in **all games, no exceptions**. This means that all players are in the batting order and afforded an opportunity to hit when their turn comes in the order
- (3) For any rule discrepancy, contact a division director, rec director or league president / vice-president; if none are available the rules are enforced at the discretion of the umpire
 - (a) 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"



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General Rules of Play

- (4) 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.
- (5) Free defensive substitutions are allowed in all leagues. Except for injury, pitcher reaching pitch limit or for disciplinary reasons no player shall be removed during the course of an inning.
- (6) 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. This rule will be enforced at the sole discretion of the umpire.
- (7) 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.
- (8) Game Times & Curfew
 - (a) Weekday games: 5:30pm and 7:30 pm if on a lighted field.
 - (b) Saturday games begin at 9:00am and are every 2 hours.
 - (c) ALL games must end at 10:00pm. (Except playoff games)

Field Dimensions

Level of Play	Base Distance	Mound Distance
Shetland	50	No
Maverick	50	38
Pinto	60	38
Mustang	60	46
Bronco	70	50
Pony	80	54
Colt	90	60



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General Rules of Play

In Game Rules

Rule Description	Shetland	Maverick	Pinto	Mustang
Infield Fly	No	No	No	No
Dropped 3rd Strike	No	No	No	No
Stealing Bases (2nd & 3rd)	No	No	No	Yes
Stealing Bases (Home)	No	No	No	No
Runner May Leave the Base after pitch crosses home (Stealing)	No	No	No	Yes
Runner May leave the base when pitcher starts delivery (Stealing)	No	No	No	No
Leadoffs	No	No	No	No
Dead Ball in the Infield Rule	Yes	Yes	Yes	No
Advance on Overthrow	No	No	No	Yes
Bunt	No	No	No	Yes
Slashing (Fake Bunt then swing)	No	No	No	No
4 th Outfielder Required (LF, LCF, RCF, RF) – No Short Center Field	Yes	Yes	Yes	Yes
Interchange of Defensive Positions within Inning Allowed?	No	Yes	Yes	Yes
Coach Pitch (Strikes carry over)	N/A	Yes	Yes	No
Kid Pitch	N/A	Yes	Yes	Yes
Game Length (innings)	4	6	6	6
Game Length (No new innings after)	1:45	1:45	1:45	1:45
Max Runs Scored per Inning (except bottom of last inning)	5	5	5	5

Called/Stopped Games

- (1) 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.
- (2) 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.



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(a) 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.

(3) When the game time limit has been reached, the team 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.

Pitching Rules

Rule Description	Shetland	Maverick	Pinto	Mustang
Pitch Count (Max per day)	All coaches are encouraged to follow MLB Pitch Smart Guidelines: https://www.mlb.com/pitch-smart/pitching-guidelines			
Maximum Mound Visits (Must remove pitcher when reaching)	N/A	2	2	2
Balks	N/A	No	No	No
Number of Balk Warnings	N/A	N/A	N/A	N/A
Coach Pitch - Max Pitch Count per Batter	10	10	10	N/A
Modified Player Pitch - Maximum Balls per Batter	N/A	4	4	N/A
Max Innings / Game	N/A	2	2	3
Max Innings / Week (Week defined as Monday - Sunday)	N/A	4	4	6
Mandatory Rest	N/A	48 Hours	48 Hours	48 Hours

Division Specific Clarifications

Shetland

(1) 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 be divided equally and players should move to new positions each inning. Batters are not permitted to bunt.



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(2) **Dead-Ball in the Infield**Rule:

- (a) 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. Coaches are encouraged to use their best judgement to determine where the half way line is.
 - (i) A ball is considered advanced to the infield upon the ball either (1) making contact with the infield dirt or grass **OR** (2) being possessed by a player who is within the boundary of the infield (dirt or grass)

Maverick

- (1) **Coach Pitch:** When a coach has to relieve a player from pitching due to the player reaching the maximum number of balls in an at-bat thrown to a batter, a coach pitcher will relieve the player pitcher. Full-time coach pitch will be in effect until May 15 of each season; after this time kid pitch must be utilized by all teams, regardless of skill or coaches perceived readiness.
 - (a) The batter will retain the amount of strikes accumulated during the at-bat, prior to the coach entering. Example - if a player has a count of 4 balls and 1 strike at the time the coach reaches the mound, upon the player recording a 3rd strike, the batter will be considered out.
 - (b) All pitches thrown by the coach **must** be thrown from the pitchers mound (defined by foot in contact with the pitchers plate) from a standing position. No underhand pitches are allowed
 - (c) 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.
 - (d) If a batter is hit by a coach pitcher, he shall not be awarded first base (but that coach should buy the player ice cream after the game!)
 - (e) While the coach is pitching, the player pitcher shall take the position beside the coach, even with the pitcher's plate



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- (f) If a batted ball hits the coach pitcher or a coach the ball is dead, and the hitter will be awarded first base; all runners may proceed to the base only that they were pursuing (example, if a runner was on 1st base he/she will be awarded 2nd base, but may not advance to 3rd base)
 - (i) Coaches should make a reasonable effort to avoid being struck by the ball

(2) Player Pitch:

- (a) As soon as a pitcher delivers one pitch to a batter the pitcher shall be considered as having pitched in one inning.
- (b) A pitcher must be removed from the mound if they hit two batters in a single inning or 3 players in a game.
- (c) Any pitcher withdrawn from the mound shall not be permitted to pitch again in the same game.
- (d) A pitcher is allowed 6 warm up pitches before the start of an inning

(3) Dead-Ball in the Infield Rule:

- (a) 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. Coaches are encouraged to use their best judgement to determine where the half way line is.
 - (i) A ball is considered advanced to the infield upon the ball either (1) making contact with the infield dirt or grass **OR** (2) being possessed by a player who is within the boundary of the infield (dirt or grass)

(4) Batted Balls in Play / Base Running:

- (a) When the ball is hit to the outfield as soon as it advances to the infield, runners that are past the halfway line can advance to the next base. All runners that are not yet to the halfway line shall be instructed to go back to the previous base.
- (b) Base runners are not permitted to steal bases and shall remain in contact with the base until the ball is hit.



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(5) Playing Time:

- (a) All players must play a Minimum of two innings per game in the infield, unless otherwise agreed upon with players parents

Pinto

- (1) **Coach Pitch:** When a coach has to relieve a player from pitching due to player reaching the maximum number of balls in an at-bat thrown to a batter, a coach pitcher will relieve the player pitcher.
 - (a) The batter will retain the amount of strikes accumulated during the at-bat, prior to the coach entering. Example - if a player has a count of 4 balls and 1 strike at the time the coach reaches the mound, upon the player recording a 3rd strike, the batter will be considered out.
 - (b) All pitches thrown by the coach **must** be thrown from the pitchers mound (defined by foot in contact with the pitchers plate) from a standing position. No underhand pitches are allowed
 - (c) 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.
 - (d) If a batter is hit by a coach pitcher, he shall not be awarded first base (but that coach should buy the player ice cream after the game!)
 - (e) While the coach is pitching, the player pitcher shall take the position beside the coach, even with the pitcher's plate
 - (f) If a batted ball hits the coach pitcher or a coach the ball is dead, and the hitter will be awarded first base; all runners may proceed to the base only that they were pursuing (example, if a runner was on 1st base he/she will be awarded 2nd base, but may not advance to 3rd base)
 - (i) Coaches should make a reasonable effort to avoid being struck by the ball



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(2) Player Pitch:

- (a) As soon as a pitcher delivers one pitch to a batter the pitcher shall be considered as having pitched in one inning.
- (b) A pitcher must be removed from the mound if they hit two batters in a single inning or 3 players in a game.
- (c) Any pitcher withdrawn from the mound shall not be permitted to pitch again in the same game.
- (d) A pitcher is allowed 6 warm up pitches

(3) Dead-Ball in the Infield Rule:

- (a) 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. Coaches are encouraged to use their best judgement to determine where the half way line is.
 - (i) A ball is considered advanced to the infield upon the ball either (1) making contact with the infield dirt or grass **OR** (2) being possessed by a player who is within the boundary of the infield (dirt or grass)

(4) Batted Balls in Play / Base Running:

- (a) When the ball is hit to the outfield as soon as it advances to the infield, runners that are past the halfway line can advance to the next base. All runners that are not yet to the halfway line shall be instructed to go back to the previous base.
- (b) Base runners are not permitted to steal bases and shall remain in contact with the base until the ball is hit.

Mustang

(1) Player Pitch:

- (a) As soon as a pitcher delivers one pitch to a batter the pitcher shall be considered as having pitched in one inning.
- (b) A pitcher must be removed from the mound if they hit two batters in a single inning or 3 players in a game.



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- (c) Any pitcher withdrawn from the mound shall not be permitted to pitch again in the same game.
- (d) A pitcher is allowed 6 warm up pitches in between innings
- (e) If the Manager of the team at bat thinks a pitcher has reached or exceeded his inning limit, they shall notify the umpire at the end of that at bat. If it is found the inning limit has reached or exceeded the max the pitcher shall be changed with no penalty. If the manager attempted to circumvent the daily limit, the head coach may be disqualified from the remainder of the game (at the umpires discretion)
 - (i) Pitchers who reach the maximum number of innings for a day must complete the mandatory rest period before pitching again

(2) Advance on Overthrow:

- (a) During the course of play (any defensive play attempt), upon an error due to an overthrow, a baserunner may advance to the next base only as long as that next base is not home plate. If the next base is home plate, the runner must stop at third base regardless of the location of the ball

Bronco & Pony

The rules of play for Bronco & Pony levels are outlined in the rule book for the Southwest Hardball league.

Colt

The rules of play for the Colt level is outlined in the rule book for Southwest Inter-League Association (SWILA).

Scorekeeping

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 of questions or disputes. It is strongly encouraged that the visiting team scorekeeper verify the score is the same in between **EACH inning** with the official scorebook to avoid disputes.



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Scorekeeping

Coaches are responsible for reporting the final score of the game through the league approved channels at the conclusion of each game.

Managers & Coaches

- (1) Managers from both teams shall meet with the umpire at ten minutes prior to game time to discuss ground rules and other game preliminaries.
- (2) 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.
- (3) Players, managers and coaches shall remain in the dugouts, on the benches or in the prescribed areas throughout the game.
- (4) Only the manager shall approach the umpire for the explanation of a call.
- (5) 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.
- (6) Umpires shall not permit more than one offensive time out in each inning to allow a manager or coach to talk with a batter.
- (7) 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.

Penalties

- (1) 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:
 - (a) 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.



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Penalties

- (b) 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.
 - (c) Coaches of both teams are encouraged to help the other team preserve eligibility to play the game by loaning players to fill defensive positions, required to field a complete team
- (2) In the event a team has fewer than 9 available players, a fill-in player may be used from another team in that division or the opponent. That player may only play the outfield and must bat last in the batting order. A player from a lower division can only be used with the substitute players' parent approval and in cases that no players in that division or opponent are available to fill-in.
- (a) Full-Time travel players may not be used as substitute players for any team, unless they are playing up an age level
 - (b) Coaches should discuss (and agree) upon any substitute players before the start of the game
- (3) Penalty for use of illegal substitute player shall be forfeiture of game.
- (4) Illegal equipment shall be removed from the game.
- (a) 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.
 - (b) Players who do not wear complete conventional uniforms, protective headgear and catching equipment as required by these rules, shall be removed from the lineup.
 - (c) 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.

Protests

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



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Protests

- (2) When protests are based on an interpretation of the rules, the objecting manager shall, at the time the play occurs, notify the umpire, the opposing manager and official scorer that the game is being played under protest.
 - (a) Upon completion of the game, the protest should be filed with one of (or all of) the following:
 - (i) Division Director
 - (ii) League Rec Director
 - (iii) League President or Vice-President

Equipment

- (1) Baseballs -Only baseballs provided by LBB shall be used for play.
- (2) Bats
 - (a) Shetland to Mustang - all bats may be used, no restrictions.
 - (b) Bronco and Pony: See the rules outlined in the Southwest Baseball League
 - (c) Colt: See the rules outlined in the rule book for SWILA
- (3) All players are required to wear proper footwear to participate. Rubber soled or rubber cleated shoes are permitted in all divisions.
 - (a) Metal cleated baseball shoes may be worn only in Pony and Colt divisions.
- (4) The batter, players in the on-deck batting area, and base runners must wear a helmet at all times (league provided or one purchased by the player).
- (5) Catchers are required to wear proper protective equipment. Any player unwilling to wear ALL of the following pieces of equipment are ineligible to catch. This includes:
 - (a) including a mask with protective headgear which gives protection to the top of the head
 - (b) chest protector
 - (c) shin guards
 - (d) athletic cup
 - (e) 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.
- (6) It is recommended that managers make every effort to encourage the wearing of protective athletic cups by all male players



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Equipment

- (7) Only LBB issued uniforms may be worn during games. Uniform will consist of league logo hat and shirt, baseball pants, and team colored socks.
 - (a) The wearing of shorts (defined as trousers which do not cover the knees of the wearer) or full-length slacks are prohibited to wear during game play
- (8) Jewelry -No jewelry shall be worn by any player, except for medical identification.
- (9) Cell phones, pagers or any other types of communication devices cannot be used on the field of play EXCEPT for the purposes of keeping a score book
- (10) Sun glasses are allowed to be worn on the field of play except when a player is in the pitcher position
- (11) Pitchers who are wearing a sleeve on their throwing arm (includes any under garment or arm sleeve) may not wear a white colored sleeve while they are pitching

General Conduct, Behavior & Safety

- (1) 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
- (2) 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.
- (3) The umpire may without prior warning, eject a player from the game for any of the following acts:
 - (a) Flagrant throwing of equipment
 - (b) Un sportsman like or dangerous conduct
 - (c) 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.



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General Conduct, Behavior & Safety

- (4) 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.
- (5) 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.
- (6) 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.
- (7) 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.
- (8) The sighting of lightning shall result in the IMMEDIATE SUSPENSION OF ALL GAMES ON ALL FIELDS for 30 minutes or at the discretion of the umpire in charge. In the event time limit has expired while under a lightning delay game is over.