

OFFICIAL RULES of the Lee's Summit Baseball Association American League

Table of Contents

	General Information	2
I	Lee's Summit Baseball Association	2
II	Sportsmanship	2
III	Players	2
IV	Managers & Coaches.....	3
V	Player Acquaintance Day	4
VI	Formation of Teams	4
VII	Playing Uniforms & Equipment.....	7
VIII	Game Schedules	8
IX	Playing Rules.....	8
X	Additional Playing Rules for TBall5, Coach Pitch 6, Rookie 7, and Pinto 8	11
XI	Additional Playing Rules for Mustang 9, Mustang 10 Bronco 11, Bronco 12, Pony, and Colt.....	13
XII	Official Scorekeeper, Official Pitching Recorder.....	14
XIII	End of Year Tournament.....	15
XIV	Umpires	16
XV	Protests	16
XVI	Insurance	17
XVII	Penalty for Rules Violation	17
XVIII	Lightning Rules	18

General Information

The following rules, supplemented by the Sporting News latest edition, shall govern the play and conduct of the teams and team officials in all Division games played under the supervision of the Lee's Summit Baseball Association. The order of precedence for the rule books are:

1. Lee's Summit Baseball Association Official Rules
2. MLB Baseball Rules

These rules have been drawn up in accordance with the purposes and ideals of the Lee's Summit Baseball Association as set forth in Articles of Incorporation and By-Laws, and shall have as their basis, the development and teaching of good sportsmanship and fair play.

It will be borne in mind that the program has been instituted for the development of all youth participating therein and not for aggrandizement of any individual team.

There has never been a set of rules or laws that are completely without so called "loopholes". When it is apparent any individual or team is losing a protest or defense on merely a minor technical point or loophole which is contrary to tradition, fair play, or good sportsmanship, the spirit of the law will be considered as well as the letter of the law. These rules are to be supplemented by the Articles and By-Laws of said Lee's Summit Baseball Association.

Rules contained herein shall be in effect until such time as they have been revised and adopted by the Board of Directors of said Association.

SECTION I - Lee's Summit Baseball Association

- A. The Lee's Summit Baseball Association shall hereinafter be referred to as LSBA and Division Representative shall be referred to as Division Rep in text.
- B. LSBA shall be governed by the official rules approved by the Board of Directors.
- C. Division Reps shall be appointed by the Board of Directors to coordinate the affairs of LSBA.
- D. Each Division shall play a separate schedule of games in keeping with Section VIII.

SECTION II - Sportsmanship

- A. No manager, coach or player shall argue about called balls or strikes. The penalty shall be immediate ejection from the game and possible suspension after review by the board of directors.
- B. No manager, coach or player shall use profane or abusive language. The penalty shall be immediate ejection from the game and possible suspension after review by the board of directors.
- C. No manager, coach or player shall make physical contact with an umpire in an antagonistic manner. The penalty shall be immediate ejection from the game AND suspension from at least one or more games as may be deemed appropriate by the Board of Directors of LSBA.
- D. The manager is responsible for the behavior of his coaches and players' parents/fans. Failure to maintain appropriate order could lead to the manager's ejection and possible forfeiture of the game.
- E. The manager and coaches may not confront any umpire before or after a game. Violation of this rule will result in a one game suspension. A second offense will result in suspensions for the remainder of the season.
- F. **Unsportsmanlike Conduct**
 - d. Throwing the bat during follow thru of swing
 - a. 1st Offense – Warning to player and team including all subsequent batters. (Team Warning)
 - b. 2nd Offense – Dead Ball Out is Called. All runners return to previous base. (Per Player Warning)
 - c. 3rd Offense – Expulsion from the game. See Rules in Section XI Playing Rules O (Per Player Warning)
 - i. An out will be recorded in this spot in the lineup for the remainder of the game.

SECTION III – Players

- A. **Contracts.** All players shall submit a signed contract. This contract shall be signed by a parent, guardian or spouse.
- B. **LSBA Boundaries.** Lee's Summit players shall live within the boundaries of the Lee's Summit R-7 School district and/or the City of Lee's Summit or attend school within these boundaries.
- C. **Age Requirements.**
 1. **T-Ball Division.** Any youth who has attained age five by April 30 and not age six by April 30 of year in question.
 2. **Coaches Pitch Division.** Any youth who has attained age six by April 30 and not age seven by April 30 of year in question.
 3. **Rookie Ball Division.** Any youth who has attained age seven by April 30 and not age eight by April 30 of year in question.

SECTION III – Players (Cont.)

4. **Pinto Division.** Any youth who has attained age eight by April 30 and not age nine by April 30 of year in question.
 5. **Mustang-9 Division.** Any youth who has attained age 9 by April 30 and not age 10 by April 30 of year in question.
 6. **Mustang-10 Division.** Any youth who has attained age 10 by April 30 and not age 11 by April 30 of year in question.
 7. **Bronco-11 Division.** Any youth who has attained age 11 by April 30 and not age 12 by April 30 of year in question.
 8. **Bronco-12 Division.** Any youth who has attained age 12 by April 30 and not age 13 by April 30 of year in question.
 9. **Pony Division.** Any youth who has attained age 13 by April 30 and not age 15 by April 30 of year in question.
 10. **Colt Division.** Any youth who has attained age 15 by April 30 and not age 19 by April 30 of year in question. (Eligibility for the Colt League requires a youth to have been enrolled in high school during the current year)
 11. **Exception. Mustang & Bronco Divisions only.** A parent and/or guardian of player who has completed a year in a Division, may personally petition the Board of Directors at least two (2) weeks prior to the draft for the age exception to remain in that Division for a second year and if the request is approved by the Board of Directors the player may not participate as catcher or pitcher in this Division.
 12. **Exception. Pony & Colt Divisions only.** A parent and/or guardian of player who has completed their second year in a Division, may personally petition the Board of Directors at least two (2) weeks prior to the draft for the age exception to remain in that Division for a third year and if the request is approved by the Board of Directors the player may not participate as catcher or pitcher in this Division.
 13. **American Legion.** This is a try-out league which plays under rules and regulations of American Legion. No further reference shall be made to this league in this text.
- D. Players may only play on one Lee’s Summit Baseball Association team, National league or American league.

SECTION IV - Managers & Coaches

- A. Managers and coaches who accept compensation for their services shall automatically be expelled from participating in the program since such compensation is in violation of LSBA's purposes and ideals.
- B. Managers must be approved by the Board of Directors, and if not, will not be allowed on the playing fields, coaching line or benches. Managers will only be allowed to manage up to two teams in the LSBA.
- C. Any LSBA Division officer or board member is eligible to manage or coach an LSBA sanctioned baseball team.
- D. Managers and coaches are encouraged to act as adults and consider themselves as leaders of American youth.
- E. Managers and coaches shall insist that their players conduct themselves as responsible young adults on and off the field.
- F. Managers, coaches and players shall not attempt to confuse players on opposing teams by harassing them or referring to them by name, number or position. Nothing shall be done to keep players from playing to the best of their ability.
- 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 is not permitted. The use of profane or abusive language by managers, coaches, or players shall be cause for ejection from the baseball game. Beer or other alcoholic beverages are not allowed in the vicinity of the playing fields.
- H. No player under age 13 may be used to coach.
- I. All managers with son(s) moving into a new Division (either new age bracket or new to LSBA) shall draw for available teams. Full time coaches, whose son(s) are returning to a team where the manager has resigned, shall have the first opportunity to fill the vacancy of manager.
- J. Sponsors may request a manager of their choice if there is a vacancy and the manager is approved by the Board of Directors.
 1. Sponsors shall not be allowed to designate different managers in two (2) consecutive years in the same Division.
 - a. Consecutive years are defined as follows:
 - (1) Mustang-9 and Mustang-10 shall apply.
 - (2) Bronco-11 and Bronco-12 shall apply.
- K. All managers and coaches shall be subject to a background check before being allowed to manage or coach in LSBA. The background check must be completed before being allowed to manage or coach a practice or game in a LSBA league.
- L. All adults in the dugout shall be subject to a background check and reviewed by the LSBA Board of Directors. This applies to all potential coaches during the entire season.
- M. All managers and coaches shall participate in manager training provided by the LSBA Board or an equivalent training session. The training must be documented before being allowed to manage or coach in LSBA.
- N. Two expulsions of a coach or manager from games during the season will be cause for automatic suspension from the program for the remainder of the season
- O. Coaches, managers, and fans will not be permitted to direct comments directly towards opposing players, coaches, or managers during a game. Cheering or chanting is permitted but not if directed towards an individual.

SECTION V - Player Acquaintance Day - Mustang 9 & 10, Bronco 11 and 12, Pony, Colt Divisions Only

- A. The purpose of Player Acquaintance Day shall be to familiarize managers and coaches with a youth's ability to hit, run and field. This shall not be construed to be a try-out session as each manager will draft their teams as outlined in Section VI.
- B. Player Acquaintance Day shall be scheduled by the Board of Directors and their decision as to dates and/or re-scheduling in the event of inclement weather shall be final.
- C. A committee selected by the Division Reps will conduct the Player Acquaintance Day activities for the different age groups, by Divisions ages.
- D. Each player candidate must attend the acquaintance session for their respective age bracket unless there are extenuating circumstances.
- E. Players participating in Player Acquaintance Day shall be assigned flights and numbers. Each manager shall be furnished with a list of players which may contain candidates name, number assigned, age, birthday and phone number. Each manager shall evaluate players eligible for the draft in any such manner as they so desire.
- F. Players eligible for the draft who do not participate in Player Acquaintance Day shall be selected from a blind drawing. For Pony & Colt, first year players' names shall be placed in a container, separate from the names of second year players.
 - 1. Any Pony or Colt Division team that has eight (8) second year players must draw a first year player, if one is available.

SECTION VI - Formation of Teams

- A. **Player Pool.** The Division Reps shall be responsible for maintaining a player pool for their respective Divisions. This player pool shall be formed as soon as possible after the yearly sign-up and shall consist of the following:
 - 1. New players who did not participate in the LSBA program the previous season.
 - 2. Players who have been previously released from existing team's roster.
 - a. Parents and/or guardians may request a release by notation on the player release form. The Division Rep shall review the request and make the final decision.
 - 3. Players moving into Mustang 9 and above from previous Divisions due to age.
- B. **National League Recruitment.** Any player who is under contract with the LSBA American League can be recruited for an LSBA National League team, but that player must be signed and the National and American League Division Reps notified no later than 24 hours before player acquaintance day. Any player who participates in LSBA American League player acquaintance day is ineligible to be signed to a National League roster.
- C. **Instructional Division Teams (T-Ball, Coaches Pitch, Rookie Ball and Pinto).**
 - 1. **Team Assignments.** Players shall be placed on teams by the Division Rep. Teams will remain together as they progress through the Instructional Divisions, unless a player is released. Parents and/or guardians may request a player be placed on a specific team and when possible the request shall be honored. This applies only to the Instructional Division (T-Ball, Coaches Pitch, Rookie Ball and Pinto) and no other Division or age group within LSBA.
 - 2. **Late Sign-Ups.** These players shall be assigned by the Division Rep.
 - 3. **Loss of Player(s).** If a team loses a player during the current season through illness, injury or any other justifiable reason, the manager shall obtain another player through the Division Rep providing there are players in the pool. Players leaving town after the start of the season may continue to play and finish the season with their team.
- D. **Mustang 9 & 10, Bronco 11 & 12, Pony & Colt Divisions.**
 - 1. **Primary Draft.** Division Reps are responsible for the draft in their respective Divisions. This shall be identified as the first draft of the new season and shall be held on a date as determined by the Division Reps with approval of the Board of Directors.
 - 2. **Manager's Son(s).**
 - a. All managers' sons shall be drafted as second round choice.
 - b. A manager's second son shall represent that manager's third round draft choice, unless there is a sponsor designated player in which case the second son shall represent the fourth round draft choice.
 - c. If the son(s) is already on the roster of Team A in the respective Division, then Team A will receive the same round draft choice of Team B to which the son is going.
 - d. A manager's son may be the sponsor's designated player.
 - 3. **Sponsor Designated Player - Mustang 9, Bronco 11, Pony & Colt Divisions Only.** Each sponsor may designate one player prior to the player acquaintance day. The designated player shall become the manager's third round draft choice during the primary draft. Managers not having a designated player shall have a third round draft choice during the primary draft.
 - a. If a Sponsor designates a player:
 - 1. Sponsor must provide the name of the designated player to the LSBA on the sponsor commitment form at least 24 hours prior to player acquaintance day.
 - 2. The Sponsor commitment form shall be signed by the player and parent(s) and/or legal guardian(s).
 - 3. LSBA must receive the Sponsor fee payment at least 24 hours prior to player acquaintance day.

Penalty: All commitments shall be voided and the player will go through the draft process.

SECTION VI - Formation of Teams (Cont.)

- b. Once the Sponsor Commitment Form is submitted to LSBA, with or without a designated player specified, it shall be considered final. Sponsors are subject to Board approval but will be considered in the order in which the commitment forms are submitted, that is, the earliest submitted receive the highest consideration.
 - c. Players may not commit with more than one sponsor. If a player does commit to more than one sponsor then:
 - 1. All commitments shall be voided and
 - 2. The player will go through the draft process.
 - d. Any player released from an assigned team by approval of the Board of Directors in accordance with D.3. of this Section shall be placed in the draft and shall not be allowed to be designated by a sponsor.
4. **Sponsor Compensatory Draft Pick - Mustang 10 & Bronco 12 Divisions Only.** Since these two divisions use a supplemental draft, a compensatory draft pick is available for managers that bring in a new sponsor. The intent of this rule is to provide compensation for bringing new sponsors to LSBA. This rule is not to be used for dropping a sponsor and naming a new sponsor in order to gain a higher draft pick. New sponsors must be recruited by the manager and not be a current LSBA sponsor. Any compensatory pick granted with this rule shall be in addition to any pick granted in a particular round. The compensatory picks shall occur before any additional picks for expansion teams defined in the "Draft Order" sections below.
- a. **Expansion Team.** An expansion team that signs up a new LSBA sponsor shall be granted 1 compensatory pick prior to the start of the first round of the draft. This pick shall fill the third round draft slot.
 - b. **Returning Team.** A returning team that signs up a new LSBA sponsor shall be granted 1 compensatory pick at the end of the first round of the draft. This pick shall fill the next available draft slot.
5. **Player Recruitment.** Managers in the following divisions may recruit players according to the following rules. Recruitment forms must be signed by the player's parents and/or guardians and completed by a date specified by the Board of Directors.
- a. **Mustang 9.** Managers moving from Pinto to Mustang 9 may recruit up to two players from their Pinto team to play on their Mustang team. These players will be the 1st and 4th round draft choices.
 - b. **Bronco 11.** Managers moving from Mustang 10 to Bronco 11 may recruit up to three players from their Mustang 10 team to play on their Bronco team. These players will be the 1st, 4th and 5th round draft choices.
 - c. **Pony.** Managers moving from Bronco 12 to Pony and second year Pony managers may recruit up to 4 players from their previous year team. The recruited players will be the 1st, 4th, 5th and 6th round draft choices.
 - d. **Colt.** Managers moving from Pony to Colt and returning Colt managers may recruit up to 5 players from their previous year team. The recruited players will be the 1st, 4th, 5th, 6th and 7th round draft choices.
6. **Player Release.** If a change or a release is desired the following procedure shall be followed.
- a. The manager, player or player's parent and/or guardian shall contact the Division Rep with the conditions necessitating the request in writing. The Division Rep shall submit the request to the Board of Directors for approval. The Board of Directors decision shall be final.
 - b. Criteria for players returning to the Draft.
 - 1. If three or more players on the same team request to return to the draft because of problems with the manager, the Board will evaluate the circumstances of the request. If the manager is allowed to return then the Board must decide to allow ALL of the players to return to the draft or NONE of them.
 - 2. If request is made to return to the draft because of the manager and the manager is voluntarily not returning, the request shall be denied.
 - 3. If multiple players on the same team request to be returned to the draft for the same reason (other than that cited in 1 above) then all requests shall be treated identically.
 - 4. If a player requests to be returned to the draft because of problems with another player on the team, that "problem" player must be identified to the Division Rep to determine if the "problem" player is returning to play. If the problem player is not returning to the team the request shall be denied.
7. **Drafting of Players from Player Pool.** The draft shall be conducted as follows.
- a. Each Division Rep shall have the following available for the draft:
 - 1. Total number of returning players on each team.
 - 2. Total number of players available for the draft and thereby the number of players each team will have after the draft.
 - 3. **Mustang-10 & Bronco-12.** The Division Rep will provide each manager with the names of each returning player on his team as well as the draft round in which each of the returning players was selected in the draft the previous year.
 - b. **Specific Draft Rules for Colt.** No team in the Colt Division may draft players above the age of 16 once their team has 8 players above the age of 16 (unless only remaining players in draft are above 16.)

SECTION VI - Formation of Teams (Cont.)

c. Draft Order.

1. Mustang-9, Bronco-11, Pony, & Colt Divisions.

- (a) Draft selection order shall be determined by a random drawing before the draft.
- (b) The first and all odd number rounds will have teams drafting in the order drawn (1-2-3-4-5...).
- (c) The second and all subsequent even number rounds teams will draft in the reverse order drawn (...5-4-3-2-1).
- (d) Teams will continue to draft in this order until all teams are within one player of the team limit, established by the Division Rep
- (e) If the number of participants in the pool does not allow all teams to draft the same number of players, all teams will participate in a draw in the next to the last round. Those teams drawing a blank will draft a player in that round. Those teams drawing a number will not draft a player in that round but will have a player assigned to their team in random order by the Division Rep as newly signed players become available.
- (f) **Last Round of Draft.** All teams in Mustang-9, Bronco-11, Pony & Colt Divisions will participate in a last round draft selection.

2. Mustang-10 & Bronco-12 Divisions.

- (a) Teams that played in the nine year old Mustang Division and eleven year old Bronco Division shall move their team's rosters into the Mustang-10 and Bronco-12 Divisions as a team.
 - (b) In the event there are not enough players signed up to form the same number of teams as comprised the previous year's Mustang-9 and Bronco-11 teams, excess teams shall be disbanded and players shall be placed into the draft as follows.
 - (1) Teams with no qualifying returning managers.
 - (2) In the event there are more teams without managers than required to be disbanded, the teams with the worst record will be disbanded and LSBA will provide managers for the remaining teams.
 - (3) In the event there are more qualified returning managers than teams, the teams with the worst records will be disbanded.
 - (c) Draft selection order shall be determined by the won/loss record of each team in the Division regular season standings the previous year. The last place team shall be placed in the first draft position on through to the first place team being placed in the last draft position.
 - (d) Draft selections will be from the last place team to the first place team in each draft round.
 - (e) Each team will draft according to their draft position but only in those rounds in which they have a vacancy. For example, if a team is placed in the third draft position and their fourth round draft choice from the previous year does not return, they will be the third team to draft a player in the fourth round.
 - (f) No team will draft in any round in which they do not have a vacancy.
 - (g) Any returning team that did not draft a player in the "next to the last round" in the previous year's draft and was not assigned a player by the Division Rep during the prior season will fill that vacancy in the corresponding round of the current year's draft.
 - (h) If there are insufficient players in the player pool to fill all vacancies on all teams, a predetermined number of teams, starting with the last round and the team with the best won/lost record (the last draft position), will participate in a draw of numbers in lieu of drafting players. No team will be left with more than one vacancy at the end of the draft. Late sign-up will be assigned to those teams according to the order of the numbers drawn.
- d. **Expansion Team(s).** These teams shall draft up to two players prior to first round of drafting for all other teams in the Division. At the conclusion of the first round of drafting, the expansion team(s) may again draft up to two players prior to the second round of drafting by all other teams. This type of selection will continue until such time as the expansion team(s) have as many players as teams with lowest number of players returning.
- e. **Brothers.** Two brothers shall constitute subsequent round choices, unless otherwise stated in writing by their parents and/or guardians.
1. **Pony & Colt Division.** A brother of a current team member moving into the Division shall automatically be assigned to this team's roster, unless otherwise stated in writing by their parents and/or guardians and shall represent this team's next to last round draft choice.
- f. **Trading Players.** Teams may trade players for a time period of fifteen minutes after the initial draft. All exchanges of players shall be made with the approval of the Division Rep in charge. Any youth who has been drafted from the pool becomes a member of the team and shall remain as such until released or traded by the manager, or becomes ineligible by age limitations.
- g. **Player Movement After Draft.** No player shall be allowed to move from an assigned team to another team after the official draft except as provided in D.6.e of this section.

SECTION VI - Formation of Teams (Cont.)

- h. Loss of Player(s).** If a team manager loses a player during the current season through illness, injury, change of address (outside boundaries of LSBA) or any other justifiable reason, he shall obtain another player through the Division Rep providing there are players in the player pool. Any additions to the team rosters shall be in accordance with the rules of the primary draft.
 - 1. Replacement players cannot be under contract with another LSBA team.**
 - a. Players Leaving After Season Start.** Players leaving town after the start of the season may continue to play and finish the season with their team.
 - b. Manager's Acceptance of New Players.** A manager will not be required to accept a new player on his team after the mid-point of the season determined by calendar days beginning with the first scheduled game of LSBA.

SECTION VII - Playing Uniforms & Equipment

- A. Uniforms for All Divisions.** LSBA shall issue a uniform consisting of a hat and T-shirt or jersey with sponsor's designation on the front and numbers on back to each player, one manager and two coaches of each team. Players are required to wear the LSBA issued uniforms in all Division games.
 - 1. Mustang, Bronco, Pony, and Colt Divisions.**
 - a.** Failure of a team's players to wear the LSBA issued uniform will result in the game being forfeited.
 - b.** Players must be fully and neatly uniformed to participate in Division games.
- B. Baseball Pants.** Players shall provide baseball pants, white in color and uniform in design.
- C. Playing Shoes.** Players may wear athletic shoes with ribbed or rubber cleated soles (no metal cleats).
 - 1. Pony Division and Above.** Metal cleated baseball shoes are permitted. Alteration of metal cleats is specifically prohibited.
- D. Athletic Supporter.** Players shall provide and wear athletic supporter, where applicable.
 - 1. Catchers - All Divisions.** Players assigned as catchers shall supply and must wear athletic supporter with metal or plastic cup.
- E. Managers and Coaches.** All managers and coaches must be neatly attired to participate in Division games. They must wear a baseball hat and T-shirt or jersey matching that of the team.
- F. Uniform Modifications.**
 - 1.** First or last name may be applied to the back of the shirt. Nicknames are not allowed.
 - 2.** The LSBA Board of Directors must approve any other modification to uniforms.
 - 3.** Unauthorized modification may result in team replacing uniform at their cost and forfeiture of any games won.
- G. Equipment.**
 - 1. All Divisions.** Each team shall be issued:
 - a.** not less than five protective head gear,
 - b.** baseballs,
 - c.** catcher's equipment which players assigned as catcher must wear,
 - (1)** regulation catcher's mask,
 - (2)** catcher's helmet,
 - (3)** throat protector,
 - (4)** set of catcher's shin guards,
 - (5)** chest protector.
 - d.** any other equipment deemed necessary by the Board of Directors.
 - 2. All Divisions.** Players shall supply own baseball glove and may use own league approved bat.
 - 3. All Divisions.** When batting or on base, all players must wear protective headgear of the full headgear type with both ears covered.
 - 4. All Divisions.** Any player warming up a pitcher must wear a facemask, whether the pitcher is warming up from the mound, in the bullpen, or elsewhere.
 - 5. All Divisions.** No jewelry shall be worn by any player, except for medical identification.
 - 6. T-Ball and Coaches Pitch Divisions.** T-Ball and Coaches Pitch teams shall be issued a tee.
 - 7. Bats:** Bats must adhere to the following guidelines:
 - a. Pony Division and Younger:** All bats, -5 or greater, must be stamped BPF 1.15. All bats must be a baseball bat and will not have a restriction on weight or length as long as the bat has "BPF 1.15" stamp. All bats, -3, must be stamped BBCOR. Wood bats are allowed.
 - b. Colt Division:** All bats must be -3 weight/length ratio and must be stamped BBCOR. Wood bats are allowed.
 - c. Colt Division and Younger:** To be considered a wood bat, a bat must be made of a single piece of wood. All other bats such as bamboo or two piece must meet the BBCOR standards and have the BBCOR stamp. (Bats must also comply with MSHSAA rules.)

SECTION VII - Playing Uniforms & Equipment (Cont.)

8. **LSBA Property.** Managers are responsible for all equipment issued for team use. This equipment is property of LSBA and must be returned to respective Division Rep at designated time and place immediately after last game of season.
9. **Equipment Modification.** The LSBA Board of Directors must approve any modifications to equipment.

SECTION VIII – Game Schedules

- A. **Schedules.** Games scheduled for the regular season shall be prepared and submitted to the Board of Directors for approval.
 1. All games on the schedules approved by the Board of Directors shall be played as scheduled.
- B. Teams may be regularly scheduled to play two games in one day.
- C. **End of Season.** No game will be scheduled after July 31.

SECTION IX - Playing Rules

A. Playing Fields.

1. T-Ball & Coaches Pitch Division.

Bases: 50 feet
Pitching: 38 feet
Home plate to center of second base:
70 feet, 9 ½ inches

2. Rookie & Pinto Divisions.

Bases: 60 feet
Pitching: 42 feet
Home plate to center of second base:
84 feet, 10 ¼ inches

3. Mustang Divisions.

Bases: 65 feet
Pitching: 46 feet
Home plate to center of second base:
91 feet, 11 inches

4. Bronco Division.

Bases: 70 feet
Pitching: 50 ½ feet
Home plate to center of second base: 99 feet

5. Pony Division.

Bases: 80 feet
Pitching: 54 feet
Home plate to center of second base:
113 feet, 2 inches

6. Colt Division.

Bases: 90 feet
Pitching: 60 feet, 6 inches
Home plate to center of second base:
127 feet, 3 inches

7. **Field Layout Errors.** An error in measurement made in laying out a diamond may be corrected at the end of any inning, when feasible, and such error shall not be a basis for the protests of games, except in the case of a refusal by either manager or umpire to allow the correction of such error.

- B. **Time Limit. Apply only to Pinto and above.** The time limit shall be considered expired when it falls before the completion of the third out of the bottom half of the inning being played. If more than 10 minutes are remaining, in the game time, before the start of the subsequent inning, the umpires shall allow the teams involved to start and complete said inning providing it does not fall beyond the curfew. No new inning will start 10 minutes or less before the time limit.

- C. **Curfew.** Play will stop at 10:45pm. See Sections IX.E. and IX.F. to determine if the game is completed or suspended.

D. Regulation Game.

1. **T-Ball and Coaches Pitch.** Games for T-Ball and Coaches Pitch shall have a one hour time limit and shall end regardless of which team is at bat.
2. **Rookie Ball.** Games for Rookie Ball shall have a one hour, thirty minute time limit and shall end regardless of which team is at bat.
3. **Pinto, Mustang, Bronco, and Pony Divisions.** Games for Pinto, Mustang, Bronco, and Pony shall be six innings or one hour, forty five minute time limit.
4. **Mustang, Bronco, and Pony Divisions.** Games for Mustang, Bronco, and Pony shall be six innings or one hour, forty five minute time limit.

SECTION IX - Playing Rules (Cont.)

5. **Colt Divisions.** Games for Colt shall be seven innings or two hour and ten minute time limit.
- E. **Complete Game – Apply only to Pinto and above.**
 1. **Regulation Innings.** A game is complete if the visiting team has scored more runs than the home team for a game after the number of innings for a regulation game has been completed, or if the home team has scored more runs than the visiting team for a game during the bottom half of the final regulation inning listed above.
 2. **Regulation Game.** A game is considered complete after 1:15 minutes of playing time if stopped for any reason. The score at that point is what is used for the final game result except: when a game is called in an uncompleted inning, and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the uncompleted inning, the game shall revert back to the score of the previous completed inning.
 3. **Tied after Regulation Innings Completed or Time Limit.** When a game is tied at the end of regulation length, the game is over and a tie will be recorded in the standings.
 4. **Run Spread.** If a team is leading an opponent by run spreads listed below, the game shall be terminated and the team in the lead shall be declared the winner.

NOTE: The home team shall not bat if the run spread requirement is met by the home team after the top half of the listed inning.

 - a. **Pinto, Mustang, Bronco, Pony & Colt.** At least ten runs after four complete innings or eight runs after five or more complete innings have been played.
 5. **Curfew Rule.** In the event of a game called by curfew, the game shall be deemed complete. When a game is called because of curfew, in an uncompleted inning, and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the uncompleted inning, the game shall revert back to the score of the previous completed inning.
- F. **Suspended Game – Apply only to Pinto and above**
 1. **Called before Complete Game.** If a game is called for any reason before it is a complete game, as described in paragraph IX.E., the game shall be suspended.
- G. **Rules for Suspended Games – Apply only to Pinto and above. Pitching rules apply only to Mustang and above.**
 1. The completion of a suspended game is a continuation of the original game and shall be resumed from the point of curtailment at a time scheduled by the Division Rep.
 2. The lineup and batting orders of both teams shall be exactly the same as the lineup and batting order at the moment of the suspension, subject to the rules governing substitution.
 3. Players not available for the original game may be inserted into the lineup at the manager's discretion.
 4. Pitchers who were removed from the game the night of the suspended game, will not be eligible to pitch when the game is resumed.
 5. Pitchers remaining innings will be the same as when the game was suspended.
 6. Pitching rules for the current 7 day period per Section XI.C. shall also apply.
- H. **Postponement of Division Games.** No Division game shall be postponed for any reason other than inclement weather, condition of playing field, or the prior approval of the Board of Directors.
 1. The official grounds keeper appointed by the Board of Directors (or his appointee) shall determine when a game shall be postponed due to wet grounds or inclement weather.
 - a. In the event of postponement, the official grounds keeper shall notify the UIC and update the official rainout line. If postponement message has not been posted on the rainout line at least one hour before scheduled time and place, both teams shall appear for play.

Pinto and above: Failure of either or both teams to appear with managers or coaches shall result in forfeiture of the game by one or both teams.
- I. **Pre-Game Warm-up & Game Start Times.** Practice on fields laid out for games is prohibited. If there is sufficient time, thirty minutes preceding scheduled game time, the visiting team shall take the field prior to the game time for ten minutes of infield and outfield practice, then the home team shall follow for ten minutes of infield and outfield practice, leaving ten minutes for preparation of the field, discussion of rules and the umpires instructions.
 1. If two games are scheduled consecutively on a diamond and the first game goes past the starting time of the second game, the second game will start ten minutes after the end of the first game.
- J. **Minimum Playing Requirements – Participation.**
 1. **T-Ball, Coaches Pitch, Rookie Ball, and Pinto Divisions.** Each player shall participate in the field at least every other inning. Before a player sits a 2nd inning, all players must sit at least one inning.
 - a. **Penalty:** Offending managers shall be advised of participation rules and warned they may be removed as manager for failure to comply.
 - b. Managers may discipline players who are habitually absent from games, practices, etc., by waiving the participation rule. Managers must inform players of reason for this action and also the opposing manager before game start time.

SECTION IX - Playing Rules (Cont.)

- c. Defensive players must rotate from infield to outfield positions as much as possible spending equal time on the infield and outfield. You should teach your players the basics for playing all the positions. **REMEMBER**, this is instructional baseball and no score is kept except in Pinto.
2. **Mustang-9 and 10 Divisions.** Each player shall participate in the field at least every other inning. Before a player sits a 2nd inning, all players must sit at least one inning.
 - a. **Substitution.** There shall be free substitution of players.
3. **Bronco & Pony Divisions.** All players shall play a minimum of two innings in the field before the completion of the fourth inning and three innings in the field in a regulation game of six innings.
 - a. **Substitution.** There shall be free substitution of players in the field.
4. **Colt Division.** All players shall play a minimum of two innings in the field before completion of the fifth inning.
 - a. **Substitution.** There shall be free substitution of players in the field.
- K. **Batting Order – All Divisions.** The batting order shall constitute all players on the team roster at the beginning of the scheduled game.
 1. **Late Arrivals.** Any player arriving after the official lineup has been recorded by the scorekeeper will be inserted in the lineup as the last batter and placed in the field according to participation rules if possible.
 2. **Missed turn at bat.** If a player starts the game and then misses their turn at bat and has not been removed from the game, then an out is recorded.
- L. **Manager's Intent Not to Play Player – Applies to Pinto and above.** A manager may declare his intent not to play a player for valid reasons by meeting with the opposing manager and scorekeeper five minutes before game time and so stating his intent. Both managers will sign the score book to verify that the intent is known by all parties.
 1. Any manager caught breaking this rule shall be suspended for the next two scheduled games.
 2. This paragraph is not subject to the protest provision as outlined in Section XIV.
- M. **Charged Conferences – Applies to Pinto and above.** Each offensive team may have three charged conferences per inning.
- N. **Injury of Player.** In the event of an injury to a player, that causes their removal from the game, the player will be removed from the lineup. No out will be taken in that spot in the lineup.
- O. **Expulsion.** In the event of an expulsion of a player from the game by the Umpire, the player will be removed from the lineup and an out will be taken in that spot in the lineup. The player will immediately leave the field area and move to the Concession Stand area.
- P. **Player's conduct – Automatic expulsion from the game.**
 1. Fighting
 2. Profanity
 3. Bat throwing in anger, resulting in endangering the safety of players, spectators, managers, umpires, or coaches.
 4. Unsportsmanlike conduct: Players will be removed from the game for the use of unsportsmanlike conduct. A runner will be called out and removed from the game if the runner's advance to a base is achieved by unsportsmanlike play. (Umpires must protect players from injury in every possible way).
 5. Two expulsions of a player from games during the season will be cause for automatic suspension from the program for the remainder of the season. It shall be the responsibility of the Umpire-in-Chief to report this action immediately to the Board of Directors.
 6. Players will not be permitted to direct comments directly towards opposing players, coaches, or managers during a game. Cheering or chanting is permitted but not if directed towards an individual. Example: Players will not be allowed to yell "Swing" at a batter.
- P. **Shortage of Team Players – Applies to Pinto and above.** Any team that does not have eight players and a manager or coach on hand and ready to play at the scheduled game time shall forfeit the game. There will be no delay in order for the team to practice, if each team has eight eligible players and coach present. A team will not be penalized with an automatic out when playing with only eight players.
 1. **Pinto Borrowed Player.** If one team is short players, a player from the opposing team may be used in a defensive position only. The borrowed player shall not forfeit their batting position to play for the opposing team.
 2. **Substitute Player(s) from Lower American League Divisions.** A manager may bring up from the immediate lower age bracket a maximum of three players to fill the line-up to maximum of nine players. Players from lower age bracket may not pitch or catch. Substitute player(s) must wear their assigned team's jersey. Manager must notify opposing manager the number and name of substitute player(s). Any roster player arriving after start of game must be inserted into the line-up to replace the substitute player. If nine roster players are available at game time, no substitutes may be used.
 3. **Penalty.** The penalty for violation of the substitute player rules will be up to a one game suspension for the manager as determined by the protest committee.
- Q. **Illegal Players.** The use of an illegal player in an LSBA game shall result in the forfeiture of said game and the manager being suspended for the next regular scheduled Division game, regardless of when discovered.
 1. An illegal player is one who is not legally a member of the Division because the player does not meet the requirements as to age, or not on team roster.

SECTION IX - Playing Rules (Cont.)

- R. Flagrant Action of Runner.** There have been cases reported in which the base runner upon seeing the catcher or another fielder who has the ball waiting for the runner, remains on his feet and deliberately with great force crashes into the defensive player hoping to jar the fielder so hard he will drop the ball. When this occurs, it is the umpire's duty to declare the runner out for such unsportsmanship action. Furthermore, when the action of any runner is interpreted by the umpire as being flagrant, the violator shall be disqualified from the game.
- S. Interference Rule.** If there is a play at 2nd, 3rd, or home bases, the runner is required to attempt to avoid interference with the fielder. The runner will be called out and the umpire may also call additional runners out as provided by baseball interference rules.
- T. Swinging Bats** – No bat shall be swung on the spectator side of the fence.
- U. Throwing Warmups** – No baseballs shall be thrown on the spectator side of the fence. If it is not possible to use the provided warm-up areas during the game, then warm-ups should occur along the inside of the fence in foul territory in the outfield. A spotter shall be used to protect the player with his back to home plate. An adult must be used as a spotter in divisions younger than 13U.
- V. Bat Boys/Bat Girls.** There shall be no bat boys/bat girls on any team in the LSBA.
- W. Spectators.** Managers shall not allow spectators to enter the dugout, playing field, or warm-up areas. **Only the manager and two coaches will be allowed in the dugout during play of the game.**

SECTION X – Additional T-Ball, Coaches Pitch, Rookie Ball, and Pinto Playing Rules (See SECTION IX for Playing Rules)

The Instructional Divisions are training periods and all managers, coaches, parents, guardians and spectators shall realize this and provide an atmosphere wherein the players are able to learn the fundamentals of baseball and good sportsmanship.

- A. Players.** Each team shall field ten players in the field. There shall be four outfielders. Outfielders are not allowed to assume an infield position. They must play a minimum of 8 feet behind the infielders, preferably at the edge of the outfield grass.
- B. Innings.**
 - 1. T-Ball.** Innings shall consist of each team “batting the roster”. Three outs do not constitute the end of an inning.
 - 2. Coaches Pitch, & Rookie Ball.** Innings shall consist of three outs per side. However, no more than nine players can come to bat in a half-inning.
Note: If you are playing with less than 9 players, the inning is over after three outs, or after batting once through the lineup.
 - 3. Pinto.** Innings shall consist of three outs per side. However, no more than six runs may score in a half-inning.
Note: The current half inning will be over once the sixth run scores.
- C. Helmets.** Helmets must be worn by each hitter and every base runner. Do not allow runners to throw off helmets while running.
- D. Catchers.** Catchers must wear a helmet and facemask with throat protector, chest protector, shin guards and athletic supporter with metal or plastic cup provided by the player.
 - 1. T-Ball & Coaches Pitch.** The catcher must stand several steps behind home plate.
- E. On Field and Dugout Coaches.** The number of coaches allowed shall be:
 - 1. T-Ball & Coaches Pitch.** On defense, one coach is allowed to be on the field to position players and to instruct. Coaches shall remain in the grass outfield. Two defensive coaches shall be allowed if determined necessary by both managers before game start. (Optional – On offense, a coach may be used to assist the hitter.) Up to 4 coaches and 1 manager will be allowed in the dugout.
 - 2. Rookie Ball & Pinto.** On defense, one coach is allowed to be on the field to position players and to instruct. Coaches shall remain in the grass outfield. Up to 3 coaches and 1 manager will be allowed in the dugout.
- F. Infield Fly.** The infield fly rule does not apply.
- G. Bunting.** Batters are not permitted to bunt or swing easy at the ball. Any ball in fair territory is a live ball and shall be played.
 - 1. T-Ball & Coaches Pitch.** The batted ball must cross the 20 foot line drawn from home plate to be considered in play.
Note: If it is not already there, mark the 20 foot line (quarter circle) before the game begins.
- H. Stealing Bases.** Players shall not be permitted to steal or to lead off bases.
 - 1. Penalty:** Offending runner shall be called out.
- I. Possession Diamond.** The possession diamond is defined as the box line from home to first to second to third and back to home. Any time the ball comes into the possession of an infielder (including pitcher and catcher) inside the possession diamond, base runners cannot advance beyond the base they are attempting. If the infielder attempts a play on a base runner, see Section X.J.
NOTE for T-Ball and Coaches Pitch: This is one area where the discretion of managers and coaches enter into the game. It is important they discuss this rule before each game to get a firm understanding.
- J. Overthrows.**
 - 1. T-Ball & Coaches Pitch.** Base runners may not advance on overthrows at any time the ball leaves the infield playing area, even if it remains in fair territory in the outfield.

SECTION X – Additional T-Ball, Coaches Pitch, Rookie Ball, and Pinto Playing Rules (Cont.)

2. **Rookie Ball & Pinto.** All base runners may attempt one base on an overthrow. This shall apply whether the ball is overthrown from the infield or the outfield. After an overthrow, if a play is attempted on any advancing runner and this play results in another overthrow, runners may not advance again. Runners are limited to attempting one base on the initial overthrow only.

K. Umpires.

1. **T-Ball & Coaches Pitch.** These games shall be umpired by the coaches. First and third base shall be called by the offense team coaches, second base by the defensive team coach in the field and the coach at home plate shall call that base and make decisions on "balls in play".
2. **Rookie Ball.** A field umpire shall call pitches and call the bases.
3. **Pinto.** One plate umpire shall call pitches. A field umpire shall call the bases.

L. Ninth or Last Batter Rule.

1. **T-Ball.** Does not apply.
2. **Coaches Pitch.** When the last batter is running the bases after batting the ball, he may continue to keep running when the ball thrown from the outfield crosses into the possession diamond. He must stop however once the ball is in the possession of an infielder. He may advance on a overthrow if an attempt is made to tag him out.
3. **Rookie Ball.** When the ninth player is at bat, play shall proceed as if two outs exist.
4. **Pinto.** Does not apply.

M. Specific Rules for T-Ball.

1. **Tee Location.** The ball shall not be pitched, but hit off a batting tee located on top of home plate.
2. **Simulated Pitch.** The batter shall not swing at the ball until the pitcher has made a pitching motion from the pitcher's mound.
3. **Hit Tee.** If a batter hits the tee and the ball at the same time, ball is in play.
4. **No Strikeouts.** LSBA encourages allowing each player the number of swings necessary to hit the ball into fair territory even to the extreme of having a coach assist. Therefore, there shall be NO STRIKEOUTS.

N. Specific Rules for Coaches Pitch.

1. **Pitched Balls.** A manager or coach shall pitch to their own team.
2. **Pitching Location.** The coach shall pitch from the 20 foot circle in line with 2nd base and home plate. The defensive player at the pitcher fielding position shall play approximately 10 feet behind the pitching coach. This player may stand up to 5 feet on either side of the pitching coach to obtain a better view of the batter.
Note: The pitching coach can make no attempt to field a batted ball.
3. **Pitching Motion.** The coaches pitching motion may be either an underhand or overhand delivery.
4. **No Strikeouts and Walks.** There shall be no strikeouts and no walks. Each batter shall be given three strikes to put the ball into fair territory. (Note: Hit balls that do not go past the 20 foot line shall be called foul and the batter shall be allowed to hit again. A third strike foul cannot be called.) Should the batter fail to put the ball in play after three strikes, the batting tee shall be set up and the following rules apply:
 - a. The batting tee shall be set on top of home plate.
 - b. If the batter hits the tee and ball at the same time, the ball is in play.
 - c. The batted ball must cross the 20 foot line drawn from home plate to be considered in play.
 - d. No strikes shall be called.
 - e. A coach may assist the batter as necessary.
5. **Backup for Catcher.** To keep the game moving, an additional coach or parent and/or guardian shall help backup the catcher to retrieve passed balls. This coach or parent and/or guardian may be from either team. When using the tee, they will move the tee out of the way of home plate as soon as the ball is hit into fair territory.

O. Specific Rules for Rookie Ball.

1. **Pitching Machine.** A pitching machine shall be utilized during actual game time for pitching the baseball. The manager or coach from the team at bat will place the ball in the machine.
Note: Recommended Machine Speed: 36 – 39 MPH
Machine Speed shall be agreed upon by both coaches prior to the beginning of the game)
2. **No Strikeouts.** The player at bat will receive up to 6 hittable pitches as determined by the umpire. If the player fails to hit one of the 6 pitches from the machine, the player is out. If the player fouls off the 6th pitch, the player may continue his at bat until he hits a ball into play, he receives a hittable pitch and does not swing at it, or he receives a hittable pitch and swings without making contact. There are no walks.
3. **Pitcher Position.** The pitcher shall always take position behind the front legs of the pitching machine and either on the left or the right side. Pitcher may move in front of the machine after the ball is pitched.
4. **Ball Hits Machine.** If the batted ball hits the pitching machine or field umpire, the umpires shall call the ball dead and award the batter first base. The umpire may also call a dead ball if, in their judgment, a dangerous play may result from a defensive player attempting a play near the pitching machine.
Note: If the batter is awarded first base as a result of a dead ball, base runners may advance only if forced.

SECTION X – Additional T-Ball, Coaches Pitch, Rookie Ball, and Pinto Playing Rules (Cont.)

- 5. End of a Play.** Umpires shall call “Time” after every play and declare the ball dead. “Time” shall be called as the lead runner is not attempting advance. “Time” does not have to be called by the defense for the purpose of this rule. When a runner stands off the base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.

P. Specific Rules for Pinto.

- 1. Pitching Machine.** A pitching machine shall be utilized during actual game time for pitching the baseball. The manager or coach from the team at bat will place the ball in the machine.
Note: Recommended Machine Speed: 39 – 42 MPH
(Machine Speed shall be agreed upon by both coaches prior to the beginning of the game)
- 2. Strikeouts.** A player strikes out after three swings. A swing at any pitch is considered hittable. The player at bat will receive up to 6 hittable pitches as determined by the umpire. If the player fails to hit one of the 6 pitches from the machine, the player is out. If the player fouls off the 6th pitch or 3rd swinging strike, the player may continue his at bat until he hits a ball into play, he receives a hittable pitch and does not swing at it, or swings without making contact. There are no walks.
- 3. Pitcher Position.** The pitcher shall always take position behind the front legs of the pitching machine and either on the left or the right side. Pitcher may move in front of the machine after the ball is pitched.
- 4. Ball Hits Machine.** If the batted ball hits the pitching machine or field umpire, the umpires shall call the ball dead and award the batter first base. The umpire may also call a dead ball if, in their judgment, a dangerous play may result from a defensive player attempting a play near the pitching machine.
Note: If the batter is awarded first base as a result of a dead ball, base runners may advance only if forced.
- 5. End of a Play.** Umpires shall call “Time” after every play and declare the ball dead. “Time” shall be called as the lead runner is not attempting advance. “Time” does not have to be called by the defense for the purpose of this rule. When a runner stands off the base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.

SECTION XI – Additional Mustang, Bronco, Pony, and Colt Playing Rules (See SECTION IX for Playing Rules)

- A. Intentional Base on Balls (Not applicable Mustang-9 or Colt Division).** Intentional base on balls may be given by the defensive team by having the catcher or the coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count. **Colt Division** rule is same as Major League rule.
- B. Courtesy Runner.** A courtesy runner will be allowed for the catcher after two outs have occurred. Courtesy runner must be the player who made the last out.
- C. Pitching Rules.**
 - 1. Trips to the Mound.** The second trip per pitcher to the mound in any inning, in all Divisions, constitutes removal of a pitcher from the mound. See Section 8.06 Official Baseball Rules published by "The Sporting News."
 - 2. Removal of Pitcher.** A pitcher who is withdrawn from the mound shall not be permitted to return to the mound as a pitcher in the same game.
 - 3. Calendar Day.** A calendar day is from 12:01am to 12 midnight the same day.
 - 4. Forty-Hour Rest Rule.** Pitchers must have forty hours rest after the maximum number of innings for a forty hour period has been reached. This is computed from the scheduled starting time of the game in which the pitching occurred. In games which begin more than two hours after the scheduled starting time, the actual starting times of the game will be used in interpretation of this rule.
 - 5. Mustang-9 and 10 Division Maximum Innings.** Pitchers shall not be allowed to pitch more than 3 innings in one calendar day or 6 innings in three consecutive calendar days pitched or 10 innings in any 7 calendar day period. Pitching one pitch in any inning constitutes one inning pitched. At the completion of 6 innings within a 40 hour period, pitchers must have 40 hours rest.
 - 6. Bronco-11 and 12 Divisions Maximum Innings.** Pitchers shall not be allowed to pitch more than 4 innings in one calendar day or 6 innings in three consecutive calendar days pitched or 10 innings in any 7 calendar day period. Pitching one pitch in any inning constitutes one inning pitched. At the completion of 6 innings within a 40 hour period, pitchers must have 40 hours rest.
 - 7. Pony Division Maximum Innings.** Pitchers shall not be allowed to pitch more than 5 innings in one calendar day or 8 innings in three consecutive calendar days pitched or 12 innings in any 7 calendar day period. Pitching one pitch in any inning constitutes one inning pitched. After pitching 8 innings in a 40 hour period or pitching four innings in a calendar day, pitchers must have 40 hours rest.
 - 8. Colt Division Maximum Innings.** Pitchers shall not pitch in more than seven innings on the same calendar day. When pitching in more than one game on the same calendar day, pitchers may pitch any combination of innings in those games provided they do not exceed the above maximum number of innings in a calendar day. Pitchers shall be allowed to pitch in no more than 12 innings in any 7 calendar days. After pitching seven innings in a calendar day, pitchers must have forty hours rest.

SECTION XI – Additional Mustang, Bronco, Pony, and Colt Playing Rules (Cont.)

9. **Team Pitching Record.** It will be the responsibility of each manager to maintain a Team Pitching Record, furnished by LSBA, throughout the season. This record will include the following information:
 - a. The name of each player who has pitched.
 - b. The games (by date) in which each player has pitched.
 - c. The number of innings each player pitched in each game.
 - (1) The Team Pitching Record is to be presented to the umpires and the opposing manager prior to the start of each game. The game shall not start until this form is made available for review by each manager. Each manager will submit his Team Pitching Record to the game's official Pitching Recorder person prior to the game, who will enter the required information on each team's form and return them to the managers after the game.
 - (2) In the event a team's Team Pitching Record is lost or destroyed, replacement forms will be available at the concession stand. It will be the responsibility of the manager to reconstruct the last 40 hours or current 7 calendar days whichever is greater, prior to the start of the game. The game will be delayed a maximum of 10 minutes (this will be deducted from the game time limit) after which the game will be forfeited by the team(s) for whom the Team Pitching Record is missing.
 11. **Violation of Pitching Rules.** The violation of pitching rules shall result in the following penalties:
 - a. Immediate removal of player from the line-up upon appeal of the opposing manager.
 - b. Repeated violations shall result in the suspension of the manager for the next regular scheduled Division game regardless of when discovered.
- D. Specific Rules for Mustang 9.**
1. **Lead-off.** A player will not be able to lead off any base until the pitched ball crosses the plate.
 - a. **Penalty.** The runner is out.
 2. **Dropped Third Strike.** When the catcher fails to catch a third strike, the batter is out and cannot advance to first base. All runners on base can advance at their own risk.
 3. **Balks.** No balks will be called in Mustang 9 Division.
 4. **End of a Play.** Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as the lead runner is not attempting advance. "Time" does not have to be called by the defense for the purpose of this rule. When a runner stands off the base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.
 5. **Innings.** Innings shall consist of 3 outs per side. However, no more than roster size or nine (9) players, whichever is less, can come to bat in a half inning. Late arrivals shall be inserted as the last batter. The lineup shall not be changed after a game begins. When the ninth player is at bat, play shall proceed as if two outs exist.
 6. There are no intentional walks allowed in Mustang 9.

SECTION XII Official Scorekeeper, Official Pitching Recorder

A. Instructional Divisions.

1. **T-Ball, Coaches Pitch & Rookie Ball.** No score shall be kept in T-ball, Coach Pitch, and Rookie Ball.
2. **Pinto.** Pinto will keep score and maintain standings.

- B. Official Scorekeeper.** The home team managers in Pinto, Mustang, Bronco, Pony, and Colt Divisions shall supply the official scorekeeper for each team. The scorekeeper shall record at-bats, hits, runs, extra base hits, strikeouts, walks and innings. At game end the scorekeeper shall total and fill in designated block for total runs of both the home and visitor teams and require Umpires to sign score book. All information shall be recorded as neatly as possible in case there is a protest and it is necessary to re-enact a game. Score books shall be supplied by LSBA.

1. Managers are responsible for supplying official scorekeeper with lineup of players names, numbers and positions 20 minutes before game time and advise official scorekeeper when player changes are being made during game play.

- C. Official Pitching Recorder** - The visitor team shall supply a Pitching Recorder person to record each inning pitched by each pitcher on both the visitor and home teams. Managers are responsible for informing the Official Pitching Recorder of starting pitcher 20 minutes before game time as well as pitching changes during the game. The record kept by the Official Pitching Recorder shall match up with the Official Scorekeeper as the Official Scorekeeper shall also keep count of innings pitched. The Official Pitching Recorder shall enter all required information on the Team Pitching Record for both visitor and home teams after the end of the game and return the records to each team's manager.

- D. Pitcher Eligibility.** In the event there is question of eligibility of a pitcher involving number of innings pitched, or length of rest between pitching assignments, the Team Pitching Record deemed official and shall be the basis for a settlement.

- E. LSBA Game Results.** The winning team manager shall enter the score of the game online within 24 hours of completion of the game. Official team standings will be determined from these entries. In the event of a tie, the home shall enter the score of the game online within 24 hours of completion of the game.

SECTION XIII – End of Year Tournament

A. Play-off Tournaments – Pinto, Mustang, Bronco, Pony, and Colt Divisions Only. There will be a mid-season tournament with a 3-game guarantee for all teams in each division. The format will be two pool games, followed by a single elimination bracket.

1. All play-off games in a Division will be scheduled by the Board of Directors. Failure of team manager to abide by such a schedule of play-off games will result in the forfeiture of the game or games involved.
2. Seeding will be based on pool play. Tie breakers will be determined in the following order:
 - a. Head to Head Record in Pool Play
 - b. Runs allowed, totaled from all games during the Pool Play
 - c. Run differential, totaled from all games during the Pool Play and limited to a maximum of 7 runs difference for any one game
 - d. Coin flip.
3. Tournament brackets will be provided by the League and played accordingly.
4. Tournament games shall be played as regulation games defined in SECTION IX - Playing Rules with the following exceptions.
 - a. Pool Play games can end in a tie.
 - b. Bracket Play games will use the California Rules if:
 - (1) **Tied after Regulation Innings Completed or Time Limit.** When a game is tied at the end of regulation length, the California tiebreaker will be implemented until a decision is reached.
 - a. **California tiebreaker rules will be as follows: 1st inning - runner on 2nd 1 out, 2nd inning - runner on 2nd 2 outs, 3rd inning - runner on 3rd 1 out, and 4th inning - runner on 3rd with 2 outs. The last batted out from the previous inning will be this runner.**
 - c. **Pinto Division:**
 - (1) Tournament games shall be six innings, or one hour fifteen minute time limit.
 - (2) Run Spread: At least twenty runs after two or more complete innings or at least ten runs or more after four or more complete innings.
 - (3) Seven runs maximum allowed per half inning.
 - (4) Refer to “SECTION X – Additional T-Ball, Coaches Pitch, Rookie Ball, and Pinto Playing Rules” for all other playing rules.
 - d. **Mustang, Bronco, and Pony Divisions:**
 - (1) Tournament games shall be six innings, or one hour forty-five minute time limit.
 - (2) Run Spread Mustang and Bronco: At least twenty runs after two or more complete innings or at least ten runs or more after four or more complete innings.
 - (3) Run Spread Pony: At least twenty runs after two or more complete innings or at least ten runs or more after five or more complete innings.
 - e. **Colt Division:**
 - (1) Tournament games shall be seven innings, or two hour time limit.
 - (2) Run Spread: At least twenty runs after two or more complete innings or at least ten runs or more after five or more complete innings.
 - f. **No time limit for all Championship games.**
5. Teams may be scheduled to play more than one game per day during the tournament.
6. In the event that a game is postponed, game times for all subsequent games typically change. For instance, a game rained out on a Friday evening could be rescheduled for early Saturday morning bumping a previously scheduled game. Managers should be prepared for short notice scheduling changes.
7. During Pool Play, the winner of a coin flip will have the choice of Home or Visitor prior to occupying their respective dugouts. In the bracket part of the tourney, the better seed team will have the choice of Home or Visitor prior to the teams occupying their respective dugouts. For the Championship Game, Home or Visitor will be decided by a coin flip.
8. Substitute Player(s) from Lower American League Divisions. The number of players that can be brought up as defined in Section IX.P.2. is reduced from three to two. Substitute players are only allowed from the next Lower American League Divisions.
9. **Pitching Rules: Innings per tournament.**

A new 7 calendar days of pitching eligibility begins at the start of the tournament providing the 40 hour rest rule has been met.

 - a. The first day of the tournament shall constitute the first calendar day.
 - b. The pitching rules for this tournament will be innings pitched. Pitch counts will not be used.
 - c. Pinto will be machine pitch.
 - d. Mustang and Bronco Division pitchers will have a 6 inning per tournament limit.
 - e. Pony Division pitchers will have a 7 inning per tournament limit.
 - f. Colt Division pitchers will have an 8 inning per tournament limit.

SECTION XIII – End of Year Tournament (Cont.)

- g. Scorecards must be signed by both team managers to eliminate inning validation problems.
(Managers, help with this process)
- h. One additional inning of eligibility, per pitcher, will be awarded for every game played after 4 games.
- i. One appearance per pitcher per game allowed.
- j. One pitch will be considered an inning pitched
- k. Eight warm-ups to start the game, five warm-ups thereafter

10. Protests.

- a. A three member decisions committee shall be formed prior to the start of each game. The committee shall consist of one representative selected by the home team manager, one representative selected by the visiting team manager and one representative mutually agreed upon by both managers. The home team manager shall ensure that the representatives' names are recorded in the score book prior to the start of the game.
- b. This committee shall accept any protest of an umpire's decision other than those based on an umpire's judgment. It shall immediately consider the protest in conference with the umpires and managers and then render a decision before play is resumed.
 - (1) Such decisions shall be arrived at by the members of the committee only based upon information received from the umpires and managers and the committee's own observation of the play or situation in question.
 - (2) The protesting manager must provide the specific paragraph number in the rules that supports the protest claim within two minutes of the protest; otherwise the protest will be ruled invalid.
- c. Decisions of the committee are final and are not subject to appeal.
- d. If a three member decisions committee has not been appointed, then the Head Umpire's decision is final.

SECTION XIV – Umpires

- A.** The umpires shall be in full charge of the games and will enforce the rules of conduct as well as the LSBA playing rules of the game. This authority shall include the right of the umpire to determine a forfeiture of a game. This forfeiture can happen if a manager, player, or coach refuses to abide by the umpire's decision of banishment from the game because of conduct that is detrimental to the game and the LSBA program. LSBA Board of Directors will review the incident and determine if additional action is needed.
- B.** Only the manager, coach and team captain may enter into discussion with an umpire, relative to an umpire's decision.
- C.** No Division game shall be played without the attendance of an official umpire unless agreed to by managers of the opposing teams. Once the game is started under this agreement, the substitute umpire or umpires shall have same standing and authority as an official umpire, until such time as the official umpire(s) arrive. The start of the game shall indicate an agreement of opposing managers. No game for which two umpires are furnished shall be postponed because only one umpire is present.
- D.** The umpires shall be responsible for enforcing safety rules such as the wearing of protective head gear by batters and runners.
- E.** The umpires shall require strict observance of the rules of play and the equipment of players under the LSBA and MLB rules. Umpires will make reports concerning unfavorable situations concerning managers and spectators conduct during game.
- F.** To expedite completion of games within the time limit, umpires shall allow 2 minutes for the pitcher to throw their warm up pitches between innings and both teams to prepare to start the next at bat.
- G.** Use of tobacco, alcohol, illegal drugs and abusive or profane language shall not be permitted and will result in dismissal from continued officiating of the game.
- H.** Umpires shall not be related to any manager, coach, or player in the division he is officiating.
- I.** Any ejection of manager, coach, or fan shall be documented on the appropriate form and turned in to the umpire-in-chief. The umpire-in-chief will report this to the umpire liaison.

SECTION XV – Protests

- A.** All protests must be accompanied by a fee of 100 dollars provided to the home plate umpire at the time of the protest. The fee will be returned if the protest is allowed. Under no circumstances will the fee or any part thereof be returned if the protest is not allowed. Failure to comply with the rules of protest will result in the forfeiture of the fee for protested game. The home plate umpire will give the protest fee to the Officer of the Day, or any LSBA Board Member, at the completion of the game.
- B.** All protests must be filed prior to the next pitch after the incident occurs. In the case of a game ending incident, the protest must be filed before leaving the field.

SECTION XV – Protests (Cont.)

- C. Information about the game and the protest shall be recorded by the home plate umpire in the official scorebook. The home plate umpire and both managers shall sign the scorebook where the information is entered. In the case where the umpire does not enter the information in the score book, it is the protesting manager's responsibility to enter the information, plus note the umpire's failure to record the information. The following information shall be recorded for each protest filed:
 - 1. Time the protest is filed.
 - 2. Score of the game at the time of the protest.
 - 3. Inning the protest occurred.
 - 4. Number of outs.
 - 5. The player at bat.
 - 6. The pitch count (Balls & Strikes).
 - 7. Runners on base.
 - 8. Paragraph of rule that is being protested. Protesting manager has two minutes from the time of the protest to supply this information, or the protest will be ruled invalid.
- D. Protesting Manager must notify the Rules Chairman via email of the protest within 24 hours of the game start time.
- E. The umpire in charge of the game shall present in writing within forty-eight (48) hours following the scheduled time of the game in protest, a report showing the teams involved, the place the game was played, the inning, the score at the time of play in question and details of the play involved. The umpire must do this even though he may feel there is no room for a possible protest. A decision on the legality of the protests will be determined by the Protests Committee.
- F. The protesting manager and the opposing manager shall submit to the Rules Chairman, within 48 hours from the scheduled time of the game in protests, a written report voicing his version of the disputed play or situation. Failure of the opposing manager to conform to this rule will remove his rights for the protest.
- G. The Rules Chairman will submit the protesting manager's, umpire's and opposing manager's reports to the Protests Committee within six days from the scheduled time of the game in protest.
- H. The Protest Committee shall give a written decision to the Rules Chairman within eight days from the scheduled time of the game in protest.
- I. Decisions on eligibility, violations or interpretation of the rules herein consigned shall be decided by the Protests Committee. The Protests Committee's rulings are final.

SECTION XVI - Insurance

- A. All players, managers and coaches shall be covered by a secondary insurance policy purchased by the sponsoring organization.
- B. In the case of an injury requiring medical attention, the manager must assume the responsibility of getting the insurance form and giving it to the applicant for filing.
- C. Insurance forms may be obtained from any LSBA Board Member.

SECTION XVII - Penalty for Rules Violation

- A. The penalty for the violation of the rules herein contained by players, managers, coaches, sponsors and umpires will be the suspension of participation in LSBA on the recommendation of the Board of Directors, for such a period as may be determined by said Board. Repeated offenses will result in a suspension of longer duration than that which the first offense was drawn.
- B. Any person who has been suspended may submit his request in writing to the Rules Chairman of the directing organization and obtain a hearing with the Board of Directors at a time and place named by the President. The decision at this hearing shall be final.
- C. Any apparent violation of any rule herein contained must be reported to the President of LSBA. Such a report must be made in writing and must not be based merely on hearsay evidence, but must be substantiated by sufficient proof to give proper credence to the allegation that such a violation has taken place. Unless such evidence in writing is presented, the Board of Directors will not proceed to take the necessary steps toward the termination of such violation or the rendering of punishment thereof.
- D. Any person affiliated with LSBA who does not abide by the rules or decisions of the directing organization may be called before the Board of Directors, and will abide by any decision on any misconduct, handling his team or team affairs. This person must appear at a date and time specified. If they do not appear or call the President of the directing organization before the specified time, giving sound reason for not appearing as instructed, they will abide by the Board of Directors action. Failure to comply with this rule shall subject the violator to permanent suspension.
- E. Any player who falsifies their name or age, or any signature on their LSBA contract will be ineligible to participate for the entire current season or the remaining portion thereof after discovery.

SECTION XIX - Lightning Rules

- A. Games in progress will be called when lightning occurs as described in the following paragraphs. Players will immediately leave the park.
1. **Lightning Detectors.** Lightning Detectors are available at Legacy Park.
 2. **Flash-Bang Method.** If lightning detectors are not available, the Flash-Bang method will be used. Count the seconds from the time the lightning (flash) is sighted to when the clap of thunder (bang) is heard. Games will be called if the count is less than 15.
 3. **Authority to Stop Play, Games.** The Officer of the Day shall have primary responsibility to suspend or cancel play. In the event the Officer of the Day is absent, any LSBA Board Member shall have the authority to suspend or cancel games. In the absence of any LSBA Board Member, the Umpire In Chief shall be responsible. In the event none of the above personnel are present, the umpires will be responsible. If weather is threatening and the officer of the day is not present, the umpire will appoint an adult to monitor the weather conditions.