

# OFFICIAL RULES

## of the

# Lee's Summit Baseball Association

## National League

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## 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 is:

1. Lee's Summit Baseball Association Official Rules
2. Sporting News

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 VII.

## 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 suspension for the remainder of the season.

## SECTION III - Players

- A. **Rosters.** Managers shall submit a complete signed LSBA team roster with playing fee's and copies of birth certificates for each player on Check In Day to the Lee's Summit Baseball Association. The roster must be signed by the player and the manager. The manager is responsible for all playing fees.
- B. **Age Requirements.**
  1. 8U - Any youth that has not attained age 9 by April 30 of year in question.
  2. 9U - Any youth that has not attained age 10 by April 30 of year in question.
  3. 10U - Any youth that has not attained age 11 by April 30 of year in question.
  4. 11U - Any youth that has not attained age 12 by April 30 of year in question.
  5. 12U - Any youth that has not attained age 13 by April 30 of year in question.
  6. 13U - Any youth that has not attained age 14 by April 30 of year in question.
  7. 14U - Any youth that has not attained age 15 by April 30 of year in question.

**Note: After 14U the ages will be based on High School grade and age. In the High School divisions, if a player does not meet age restriction, they must play in the next higher division.**

### **SECTION III – Players (Cont.)**

- 8.** 15U – Any youth that has not attained age 16 by April 30 of year in question or High school freshman that has not attained age 17 by April 30 of year in question.
  - 9.** 16U – Any youth that has not attained age 17 by April 30 of year in question or High school sophomore that has not attained age 18 by April 30 of year in question.
  - 10.** 17U – Any youth that has not attained age 18 by April 30 of year in question or High school junior that has not attained age 19 by April 30 of year in question.
  - 11.** 18U – Any youth that has not attained age 19 by April 30 of year in question or High school senior that has not attained age 20 by April 30 of year in question.
- C.** Players may only play on one Lee’s Summit Baseball Association team, National league or American league.

### **SECTION IV - Managers & Coaches**

- A.** Managers must be approved by the Board of Directors, and if not, will not be allowed on the playing fields, coaching line or benches.
- B.** All managers and coaches shall be subject to a background check before being allowed to manage or coach in LSBA.
- C.** 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 in LSBA.
- D.** Any LSBA Division officer or board member is eligible to manage or coach an LSBA sanctioned baseball team.
- E.** Managers and coaches are encouraged to act as adults and consider themselves as leaders of American youth.
- F.** Managers and coaches shall insist that their players conduct themselves as responsible young adults on and off the field.
- G.** 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.
- H.** 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.
- I.** In the 12U Division and below, players may not be used to coach.
- J.** Three 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.
- K.** 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 - Formation of Teams**

#### **A. Player Recruitment**

- 1.** Managers will be responsible for recruiting their teams within the parameters set by the Lee’s Summit Baseball Association.
  - a.** There are two types of teams in LSBA: Lee’s Summit and non-Lee’s Summit teams. To be considered a Lee’s Summit team, a maximum of five players on the team roster may live outside the boundaries of the Lee’s Summit R-7 School District and or the City of Lee’s Summit.
  - b.** Teams may carry a maximum of fifteen players
  - c.** Teams must carry a minimum of eleven players
  - d.** No 14U Division or below team may sign a player after June 1 of the current season.
  - e.** No 15U Division or above team may sign a player after June 15 of the current season.
  - f.** The manager is responsible to determine the eligibility of each player that registers with his team and provide such information upon request.
  - g.** All players are free agents at the end of each playing season, as defined by the Lee’s Summit Baseball Association.
  - h.** Players that resign from a team may not sign with another team until the end of the playing season.
  - i.** Falsification of records will be addressed by the Lee’s Summit Baseball Association Board of Directors and could result in loss of eligibility to participate in the Lee’s Summit Baseball Association program.
  - j.** Any player who is under contract with the LSBA American League can be recruited, 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.

## SECTION V - Formation of Teams (Cont.)

- B. Player Release** - If a change or a release is desired the following procedure shall be followed.
1. The manager, player or player's parent and/or guardian shall contact the Division Rep with the conditions necessitating the request in writing. Manager, player, and player's parents must unanimously agree to the release. Request for release must occur prior to the third Monday in May. The Division Rep shall submit the request to the Board of Directors for approval. The Board of Directors decision shall be final.
    - a. Request for release in the 15U Division and above must occur prior to the first Monday in June.
  2. Replacement players cannot be under contract with another LSBA team.
- C. Solicitation of players is forbidden:**
1. From any source by offering inducements.
  2. From another LSBA team. If a manager has reason to believe that a player under contract to his team is being solicited either directly or indirectly by another team representative, he may write the Executive Board and advise them of this action on the part of the soliciting party. The Executive Board shall investigate and if the allegations are found to be true, write to the manager of the team whose representative has been soliciting the player in question and so notify the manager that the player will be unavailable to the soliciting team for the current season and the following season, provided the complaining manager has a sponsored team in the current or following season.
- D. Registration Periods.** Lee's Summit teams will be provided with an early registration period prior to the open registration period allowing any team to register.
- E. Restrictions.** The LSBA Board of Directors reserves the right to place teams in appropriate divisions as deemed necessary (i.e., place teams in divisions appropriate for their age or USSSA registration level).
- F.** The Board of Directors determines the number of teams allowed in each Division.

## SECTION VI - Playing Uniforms & Equipment

- A.** Players must be fully and neatly uniformed to participate in Division games. All team members must wear matching uniforms with a unique number on the back.
- B.** All Divisions. Players assigned as catchers shall supply and must wear athletic supporter with metal or plastic cup.
- C.** 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.
- D.** When batting or on base, all players must wear protective head gear of the full head gear type with both ears covered.
- E.** In 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.
- F.** No jewelry shall be worn by any player, except for medical identification.
- G.** Bats must adhere to the following guidelines:
1. **14U 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.
  2. **15U and Older:** All bats must be -3 weight/length ratio and must be stamped BBCOR. Wood bats are allowed.
  3. **18U:** 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.)
- H.** Catchers must wear helmets that provide full head coverage. Skullcaps are not allowed.
1. **8U.** 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.
- I. Playing Shoes.** Players may wear athletic shoes with ribbed or rubber cleated soles (no metal cleats).
1. **13U and Above.** Metal cleated baseball shoes are permitted. Alteration of metal cleats is specifically prohibited.

## SECTION VII – Game Schedules

- A. Schedules.** Schedules of games 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. End of Season Standings.** Tie breakers based on standings at the end of the regular season will be determined in the following order:
1. Head to Head Record;
  2. Runs allowed, totaled from all games during the entire season;
  3. Run differential, totaled from all games during the entire season and limited to a maximum of 8 runs difference for any one game;
  4. Coin flip.
- C. End of Season.** No game will be scheduled after July 15.

## SECTION VIII - Playing Rules

### A. Playing Fields.

#### 1. 8U Division.

Bases: 60 feet

Pitching: 42 feet

Home plate to center of second base:

84 feet, 10 ¼ inches

#### 2. 9U & 10U Divisions.

Bases: 65 feet

Pitching: 46 feet

Home plate to center of second base:

91 feet, 11 inches

#### 3. 11U & 12U Divisions.

Bases: 70 feet

Pitching: 50 ½ feet

Home plate to center of second base:

99 feet

#### 4. 13U Division.

Bases: 80 feet

Pitching: 54 feet

Home plate to center of second base:

113 feet, 2 inches

#### 5. 14U Division.

Bases: 85 feet

Pitching: 57 feet

Home plate to center of second base:

120 feet, 3 inches

#### 6. 14U 60/90, 15U and above Divisions.

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.** 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 the time limit expires after the completion of an inning and 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.

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

### D. Regulation Game.

1. **8U.** Games for 8U shall be six innings or one hour, thirty minute time limit.

2. **9U through 14U.** Games for 9U through 14U shall be six innings or one hour forty five minute time limit.

3. **15U and above.** Games for 15U and above shall be seven innings or two hour time limit.

### E. Complete Game.

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. In the event of a tie after the final regulation inning, the game will end in a tie. The standings will reflect a tie for the outcome of the game.

2. **Time Limit.** If a game reaches time limit, the game is considered complete at the end of the current inning no matter how many innings are played.

3. **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 prior to the bottom half of the listed inning.

a. **8U.** At least twelve runs after four or more complete innings

b. **9U and above.** At least ten runs after four complete innings or eight runs after five or more complete innings have been played.

4. **Curfew Run Spread.** In the event of a game suspended by curfew, if the run spread at the time of suspension is greater than twelve runs, the team leading shall be declared the winner and no re-scheduling shall be necessary.

## SECTION VIII - Playing Rules (Cont.)

### F. Suspended Game.

- 1. 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. Game will be suspended by the umpire at the times listed below if regularly scheduled games will be impacted. Exceptions can be made at the discretion of the Division Rep or the OD.
  - a. 8U.** 2 hours.
  - b. 9U through 13U.** 2 hours and 15 minutes.
  - c. 15U and above.** 2 hours and 30 minutes.
- 2. Tied after Curfew.** If the game is tied after the completion of the inning and the curfew is past, the game is over and ends in a tie.
- 3. Called before Regulation Innings and not a Complete Game.** If a game is called for any reason before it is a complete game, as described in paragraph VIII.E., the game shall be suspended.
- 4. Called in Uncompleted Inning.** If a game is called for any reason 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 be suspended.

### G. Rules for Suspended Games.

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 order of both teams shall be exactly the same as the lineup and batting order at the moment of suspension, subject to the rules governing substitution.
3. Any player may be replaced by a player who had not been in the game prior to the suspension.
4. No player removed before the suspension may be returned to the lineup.
5. A player who was not with the team when the games were suspended may be used as a substitute; even if he has taken the place of a player no longer with the team who would not have been eligible because he had been removed from the lineup before the game was suspended.
6. The pitching rules in Section VIII.P. shall apply at the time of the resumed game.

### H. Postponement of Division Games.

No Division game shall be postponed for any reason other than inclement weather, condition of the 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. 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. Injury of Player.

In the event of an injury to a player and the team has substituted all of its reserves, the manager must replace the player with the last player removed from the game except if the player injured is the catcher or pitcher. In such case, the manager may replace the injured player with a qualified catcher or pitcher. At the time of substitution the manager may transfer any player from one field position to another as well.

### K. 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. Three 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.

## SECTION VIII - Playing Rules (Cont.)

- L. Shortage of Team Players.** Any team that does not have eight players and a manager or coach on hand and ready to play the scheduled game time shall forfeit the game. There will be no delay of game to accommodate late players or team warm ups.
1. Any team who falls below the minimum eight players will forfeit the game.
  2. Any team playing with eight players must take an out in the ninth batting position.
- M. Illegal Players.** The use of an illegal player in an LSBA game shall result in the manager being suspended for the next regular scheduled Division game, regardless of when discovered, and forfeiture of the game.
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.
- N. Charged Conferences.** Each offensive team may have two charged conferences per inning.
- O. 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.
- P. Pitching Rules.**
1. A calendar week is from 12:01am Monday to 12 midnight the following Sunday.
  2. **9U & 10U Divisions.** Pitchers shall be allowed to pitch 10 innings in any one calendar week. Each out constitutes 1/3 of an inning pitched.
  3. **11U & 12U Divisions.** Pitchers shall be allowed to pitch 10 innings in any one calendar week. Each out constitutes 1/3 of an inning pitched.
  4. **13U & 14U Divisions.** Pitchers shall be allowed to pitch 12 innings in any one calendar week. Each out constitutes 1/3 of an inning pitched.
  5. **15U & 16U Divisions.** Pitchers shall be allowed to pitch 16 innings in any one calendar week. Each out constitutes 1/3 of an inning pitched.
  6. **17U & 18U Divisions.** Pitchers shall be allowed to pitch without a weekly inning limit.
- Q. Violation of Pitching Rules.** The violation of pitching rules shall result in the following penalties:
1. Immediate removal of player from the line-up upon appeal of the opposing manager.
  2. Repeated violations shall result in the suspension of the manager for the next regular scheduled Division game regardless of when discovered.
- 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 2<sup>nd</sup>, 3<sup>rd</sup>, 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. Batting Orders.** If a manager chooses not to bat a Nine Man Line-up, they may choose one of the following options.
1. **Bat the Entire Roster.** Each team prior to the exchange of line-ups may opt to use the Entire Roster. The Entire Roster will automatically constitute the batting order that will continue throughout the game.
    - a. If the team is unable to maintain at least a 10 man batting order throughout the game for any reason, an out will be recorded each time the open position comes to bat.
    - b. As a result of Batting the Entire Roster free substitution of defensive positions is allowed. Any player arriving late must be added to the bottom of the batting order.
  2. **Extra Hitter.** Each team prior to the exchange of line-ups, may opt to use an Extra Hitter. The Extra Hitter (EH) will automatically constitute a 10-man batting order that will continue throughout the game.
    - a. If the team is unable to maintain a 10 man batting order throughout the game for any reason, an out will be recorded each time the open position comes to bat.
    - b. The position of the EH will be considered a defensive position. For example, the player filling the EH position could be changed to play right field and the right fielder placed on the bench to assume the EH role. This is merely a change of defensive positions and both players would continue to bat in their previous spots in the batting order.
- U. Courtesy Runner.** Courtesy runners will be allowed for pitchers and catchers after two outs have occurred. Courtesy runner must be a player who is not currently in the lineup or the player in the line-up who made the last out if there are no players on the bench. No Courtesy runner allowed for pitchers in 8U.
- V. Reentry Rule.** Teams batting ten or less starting defensive players may be withdrawn and may reenter one time, provided such player occupies the same batting position whenever they are in the line-up.
- W. Swinging Bats.** No bat shall be swung on the spectator side of the fence.

## SECTION VIII - Playing Rules (Cont.)

- X. Throwing Warm-ups.** 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.
- Y. Bat Boys/Bat Girls.** There shall be no bat boys/bat girls on any team in the LSBA.
- Z. Spectators.** Managers shall not allow spectators to enter the dugout, playing field, or warm-up areas.

## SECTION IX – Additional 8U Playing Rules

(See SECTION VIII for Playing Rules)

- 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.** 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. Infield Fly.** The infield fly rule does not apply.
- D. 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.
- E. Stealing Bases.** Players shall not be permitted to steal or to lead off bases.
  - 1.** Penalty: Offending runner shall be called out.
- F. 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)
- G. Umpire.** One plate umpire shall call pitches. A field umpire shall call the bases.
- H. 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 6<sup>th</sup> pitch or 3<sup>rd</sup> 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.
- 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 Rule E.
- J. 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.
- L. 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.
- M. 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 – Official Scorekeeper

- A. Official Scorekeeper.** The home team managers in all 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.
  - 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.
- B. Pitcher Eligibility.** In the event there is question of eligibility of a pitcher involving innings pitched or length of rest between pitching assignments, the team’s score book from the games questioned will be the official record.
- C. 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.



## **SECTION XI – 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, if a manager refuses to abide by the umpire's decision and banishment from the game of players, managers or coaches, whose conduct is detrimental to the game and the LSBA program.
- 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 Sporting News rules. Umpires will make reports concerning unfavorable situations concerning managers and spectators conduct during game.
- F.** In order to expedite completion of games within the time limit, umpires shall allow no more time than what is required for the pitcher to throw their warm up pitches between innings.
- 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 XII - 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.
- 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 and 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 XIII - 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 XIV - 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 XV - 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 Lea McKeighan and Legacy.
  - 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.