



2010 Rules and Regulations

Lake Shore Youth Baseball Inc.
PO Box 1117
Pasadena, Maryland 21123

Website:

www.lakeshorebaseball.org

Questions/requests:

lsbaseballmd@aol.com

Updated November 10, 2009

DIVISIONS

Lake Shore Baseball is a nonprofit organization that provides a supervised program of competitive and instructional baseball games and organizes baseball divisions for all players (boys and girls) from 4 1/2 through 17 years of age. Divisions available are:

Shetland Division (ages 4 1/2 through 6)

This division is for children who are at least 4 and a half to 6 years old. Children must be 4 years of age by April 21st of current year. Children must not be 7 years old before August 1st of current year. At this level, players will hit from the **batting tee only** for the entire season. This division is recommended for children just being introduced to the game and focuses totally on instruction of beginning players.

Clinic Division (ages 6 and 7)

This division is for children who are at least 6 years old but less than 8 years old as of August 1st of current year. This level will be **coach pitch only**. This division is recommended for the second and third year players in our program and teaches the basic fundamentals of the game.

Pinto Division (ages 7 and 8)

This division is for children at least 7 years old and those no more than 8 years old as of August 1st of current year. This level will be **modified player pitch**. Modified player pitch is simply when the opposing pitcher reaches ball four, the batters coach will come into pitch until that batter puts the ball into play or strikes out. No walks will be issued. At this level all the basic fundamentals of the game are reinforced and learning how to pitch is emphasized. This level is recommended for all 8 year old players and very confident and skilled 7 year old players.

Mustang Division (ages 9 and 10)

This level will be for players at least 9 years old and those no more than 10 years old as of August 1st of current year. This level for most children is the exciting beginning to the real game of baseball as they see it on television. Walks are issued, bases may be stolen after the ball passes the plate, bunting and an introduction to basic signs are all very important phases of this level.

Bronco Division (ages 11 and 12)

This division will be for players who are at least 11 years old and no more than 12 years old as of August 1st of current year. This level is where the full game of baseball is played. All restrictions are removed especially in regard to stealing and pitching. Players are now allowed to lead off bases, and pitchers are taught to hold and defend against all aspects of the running game.

Pony Division (ages 13 and 14)

This division will be for players who are at least 13 years old and no more than 14 years old as of August 1st of current year. This level focuses on playing the complete game baseball on a near major league size diamond. Players are encouraged to refine and build on the skills learned in the previous league. For many of our players this is the perfect opportunity to hone their skills before they enter high school in a fun and relaxed environment.

Colt Division (ages 15, 16, and 17)

This division will be for players who are at least 15 years old and no more than 18 years old as of August 1st of current year. This is the complete game of baseball on a major league size diamond. Note: Playing out of age group is not allowed except for physical disabilities or by special waiver granted by the board of directors.

ADMINISTRATION

2010 Board of Directors

Executive Committee

President - Butch Sain

Vice President - Brian Siwinski

Treasurer - Terri Casalino

Secretary - Linda Taylor

Player Agents

Colt - Crista Spangler

Pony - William Urban

Bronco - Dave Eisenhardt

Mustang - Jim Potter

Pinto - Laurie Reinhard

Clinic - Tom McNamara

Shetland - Jeff Young

Coordination Directors

Head Team Parent - Pam Blades

Public Relations - Donna McNamara

Sponsorship - Lisa Almendra

Groundskeeper - Jay Brown

Tournaments - Shawn Rebstock

Travel Uniforms - Tina Colebrook

Equipment - Dan Seckman

Scheduler - Steve Stoll

Fall Coordinator - Frank Almendra

Registrar Jodi Wells

Registrar/Software - Keith Hawkins

Chief Umpire - Randy Wilkerson

Website Admin - Renee Urban

DISCIPLINARY ACTION

The following procedures will be used for the handling of player or adult discipline problems.

- A. The Board of Directors shall have the authority to suspend, discharge or otherwise discipline any player, manager, coach, umpire, league official, or other person whose conduct is in violation of the Rules and Regulations of Lake Shore Baseball and/or is considered detrimental to the best interests of the league.
 - (1) Persons subject to such discipline shall have the right to a hearing before the league officers before such discipline is imposed.
 - (2) In the event of such a hearing involving a player, or other person under the age of 18, that person's parents shall be invited to attend.
- B. Persons, youth or adult, who refuse to comply with the rules of Baseball, Lake Shore Baseball, or the League, may be considered for disciplinary action.
- C. Recognizing the difficulty of establishing specific penalties for a variety of violations of acceptable conduct, the Board of Directors may impose the one which, in their opinion, appears to match the severity of the offense.
 - (1) **Warning.** The offending person is to be advised, in writing, of the offense, and further advised that repetition of the offense shall result in a more severe penalty.
 - (2) **Suspension.** The offending person is to be advised in writing that he or she has been suspended from all league activity for a specific number of games, or days.
 - (3) **Dismissal.** The offending person is to be advised in writing that he or she has been dismissed from the league for the remainder of the current year.
 - (4) **Barred.** The offending person is to be advised in writing that he or she has been barred from present and future participation in the league, permanently, or for a specific number of years.

LAKE SHORE BASEBALL RULES AND REGULATIONS

This book does not contain a complete set of rules governing play in Shetland, Clinic, Pinto, Mustang, Bronco, Pony, and Colt divisions. Play is governed by Official Baseball Rules. This book contains only those exceptions

to Official Baseball Rules which are necessary in our youth program, as well as regulations governing basic league organization and administration procedures. These rules shall be reviewed annually by the rules and decisions committee. Any proposed revision of the rules shall be drafted by the committee and presented to the board of directors for approval. A revision shall be adopted upon receipt of a majority approval of those votes cast. These rules may be revised at anytime during the season by the following procedure:

- (1) The rules and decisions committee must draft and receive Board approval of change and...
- (2) An addendum or revised copy of the rules must be prepared and posted on the league website at www.lakeshorebaseball.org prior to the start of the first game for which the change is to take effect. An announcement of any rule changes shall be made to the teams involved.

RULES and REGULATIONS for SHETLAND, PINTO, MUSTANG, BRONCO, PONY and COLT Divisions.

(Each rule is applicable to **Shetland, Pinto, Mustang, Bronco, Pony and Colt** divisions unless specifically noted otherwise.)

1 - THE LEAGUE

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

2 - SELECTION OF PLAYERS

All players and managers within the Lake Shore Baseball intramural league will be selected by following procedures:

- A. Manager Assignments: (As approved by the LSYB Board)
 1. Returning managers will be assigned the same team as the previous year.
 2. New Managers who coached the previous year will be assigned the team he/she coached the previous year.
 3. New managers will be assigned the remaining teams by lot.
- B. Protected Players:

Each manager will protect his or her son's and/or daughter's and may elect to protect one player from that team's previous year's roster. All

other registered players will be placed back in the draft. If a manager does not have a son or daughter in the league, the manager will receive an extra draft immediately following the first round. If a manager elects not to protect a player or no player is returning from the previous year, the manager will have an extra draft pick at the end of the 3rd round.

C. Draft Procedure:

The order of the draft will be determined by lot, with even rounds held in reverse order. (odd number rounds 1 to x, even number rounds x to 1). When a manager has two sons/daughters or his protected pick has a brother/sister in the same age group, the second round pick will be forfeited. If in the course of the draft a player is chosen who has a brother/sister in the same age bracket the pick two rounds later will be forfeited. (example, if a player with a brother is the same age bracket is picked in the 4th round, the brother automatically becomes that team's 6th round pick). Once the sons/daughters and protected players have been identified and selected, the remainder of the draft will proceed in this order. During the first three rounds of the draft, all teams can ONLY choose players from the older age group of that league. The next three rounds of the draft, all teams can ONLY choose players from the younger age group of that league. This will try to ensure that all teams have (as close

as

possible) an equal balance of older and younger players. After six rounds are completed, teams may begin to choose players from ANY of the two age groups in their league. Teams will continue to pick in order until all players are chosen. If any players who register for the league after the draft has taken place, these players will be added to the next team in line following the draft until all teams reach 12 players. No one except the manager is allowed to attend the draft unless approved by the player agent first.

D. Expansion Draft:

If a league adds teams to itself for the next season, the team will be entered into the draft order by lottery with equal draft rights as outlined in LSYB rules. In addition, to replace the missing protected players, each

new

team will have a supplementary pick prior to the first round of the draft. Their pick will only come from the older of the two age groups for that league. If there is more than one expansion team adding itself to a league, the manager of those teams will draw lots to see who will have the first choice in the supplemental draft.

E. Shetland League:

A Blind Draft is used for Shetland only. All other age groups will have an

open draft as outlined above.

F. Trades:

Any trades of players drafted must be done during a 15 minute interval immediately after the final round of the draft. The player agent presiding over said league must approve any trade. Any trade cannot allow the team roster to exceed any team size limits. Trades must also be age specific (example: a 10 year old player can only be traded for another 10 year old player). There will only be one initiated trade allowed for each team involved in trading. Trade will go in the same order of the draft.

G. Draft Summary:

All managers list their son/daughter and protected player(s). Draft order is determined by lottery. Supplemental Round Extra pick for expansion teams.

First Round As determined by lottery.

Second Round Reverse of 1st round.

3rd to 12th Repeat of 1st and 2nd rounds.

Trades One initiated trade per team allowed.

H. Contents of Player List For the purpose of drafting a team.

Each player list will contain the following information:

1. Last & First Names
2. Age as of July 31 of the current spring season
3. Birth Date
4. Team played on last season (if a returning LSYB player)
5. All Star experience from the last season
6. Fall Ball experience from the last season
7. Phone numbers of previous year's managers
8. Comments:

Play with another player requests

Dad/Mom will help

Player Lists **will not** contain player phone numbers. If a manager needs a phone number for a protected player he should contact the player agent.

All requests for a manager (to play for and not to play for) will be given to that manager **ONLY** upon entering the draft room. Managers are not to share this information with any other managers during the draft. All managers should try to honor as many requests as possible.

3 - PLAYING FIELDS

A. Distance between bases:

Shetland, Clinic and Pinto 50 feet

Mustang 60 feet

Bronco 70 feet

Pony 80 feet

Colt 90 feet

B. Pitching Distance:

Clinic Coach Pitcher needs to have one foot in the pitching circle at time of delivery. Pitching circle is ten feet in diameter to which the center is 30 feet from home plate.

Pinto 38 feet

Mustang 44 feet

Bronco 48 feet

Pony 54 feet

Colt 60 feet, 6 in.

C. Home plate to center of second base:

Shetland, Clinic and Pinto 70 feet 8 1/2 in

Mustang 84 feet 10 inches

Bronco 99 feet

Pony 113 feet, 2 in.

Colt 127 feet, 3 in.

D. The height of the pitcher's mound above the level of home plate and the base paths, raised by a gradual slope shall be:

Pinto and Mustang 4 inches

Bronco 6 inches

Pony 8 inches

Colt 10 inches

E. The catcher's box may be rectangular in shape, 43 inch wide and eight feet deep from the point of home plate or it may be triangular shape, extended eight feet from the rear of home plate, being a continuation of the foul lines in which case the line closest to the backstop shall be 16 feet in length.

4 - EQUIPMENT

A. Baseballs - Only baseballs with the Lake Shore logo shall be used for play in Lake Shore sanctioned divisions.

B. Bats - Wooden, metal, graphite or ceramic bats, manufactured specifically for baseball play, which are round and not more than 2 1/4 inches (for Shetland, Clinic, and Pinto) or 2 3/4 inches (for Mustang, Bronco, Pony, and Colt) in diameter at the thickest part, nor more than 42 inches in length are acceptable for league play.

- C. Shoes - Rubber soled or rubber cleated shoes are permitted in all divisions. Metal cleated baseball shoes may be worn on in the Colt division.
Alteration of metal cleats, such as sharpening, which might make them dangerous to participants, is specifically prohibited.
- D. Helmets - The batter, players in the ondeck batting area, baserunners and players coaching in the baseline coaching boxes shall be required to wear protective headgear which gives protection to the top of the head, temples, ears and base of the skull. These items shall be NOCSAE approved.
- (1) Use of face masks on protective headgear is required for all Shetland, Clinic, and Pinto divisions.
 - (2) No decal other than the player's name, number, team name or logo shall be added to the protective headgear. Any headgear in violation of this rule shall be removed from play.
- E. Catchers Gear - Catchers are required to wear proper protective equipment including a mask with throat guard, chest protector, shin guards and protective headgear which gives protection to the top of the head when catching behind the plate. Any player serving as a catcher to warm up a pitcher shall wear a mask, whether the pitcher is warming up from the mound, in the bullpen or elsewhere.
- F. Athletic Cups - It is recommended that managers make every effort to encourage the wearing of protective athletic cups by all male players. In Pinto, Mustang, Bronco, Pony, and Colt catchers **MUST** wear athletic cup when catching.
- G. Uniforms - **Only** Lake Shore issued uniforms may be worn during games. Uniform will consist of a minor league or major league logo hat and shirt, gray pants, and team colored socks.
- (1) This rule prohibits the wearing of shorts (defined as trousers which do not cover the knees of the wearer) or full length slacks by the players.
- I. Jewelry - No jewelry shall be worn by any player, except for medical identification.
- J. Electronic Devices - Cell phones, pagers or any other types of communication devices can not be used on the field of play.

5 PLAYING RULES

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

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

- B. Free defensive substitutions are allowed in all leagues. Except for injury, or for disciplinary reasons no player shall be removed during the course of an inning.
- C. Interchanges of defensive positions during an inning are prohibited in shetland and clinic. Interchanges may be made in pinto, mustang, bronco, pony and colt during a pitching change.
- D. Avoid Contact Rule A runner will be out when he/she does not slide or attempt to avoid contact with a fielder who has the ball and is waiting to make a tag.
- E. There is to be NO swinging of bats (practice swings) outside of the playing field during a game or practice, unless under the direct supervision of a coach.
- F. Home Team Responsibilities
 - (1) Be responsible for the preparation of the playing field, including securing the bases, lining the field, and policing the field to the satisfaction of the umpire.
 - (2) Be assigned to use the third base side players bench.
 - (3) Have exclusive rights, while under the supervision of the manager or coach, to use the field for pregame warm ups for an open ended period of time, ending 15 minutes prior to the start of the scheduled game time.
 - (4) Remove trash from their sideline and bench area, and place it in the dumpster by the snack shack.
 - (5) In the event of limited pregame field time (because of weather or conflict with a previous game), the umpire has the right to reallocate or suspend use of the field
- G. Visiting Team Responsibilities
 - (1) In the event of wet field conditions, help the home team prepare the field for play.
 - (2) Be assigned to use the first base side player's bench.
 - (3) Have exclusive rights while under the supervision of the manager or coach to use of the field for pregame warm ups for the period beginning 15 minutes prior to and ending two minutes prior to the start of the scheduled game time.
 - (4) Drag the field with the hand drag after the game, and fill in any holes at the pitchers mound and the batting boxes.
 - (5) Remove trash from their sideline and bench area, and place it in the dumpster by the snack shack.
 - (6) In the event of limited pregame field time (because of weather or conflict with a previous game), the umpire has the right to reallocate or suspend use of the field.
- H. **Shetland Division:**
 - (1) Ten players shall be used defensively. The four outfielders must be

positioned 15 feet behind the infielders when the ball is placed on the tee.

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

(3) Each player shall play a minimum of 2 innings in a four inning game, which consists of six outs. These innings shall be complete innings but need not be consecutive.

(4) Each player must play at least one inning in the infield positions, unless the parent or player opposes.

(5) Batters are not permitted to bunt at the ball on batting tee.

(6) 10foot arc shall be inscribed in front of home plate, from the first to the third base foul line, and any batted ball which does not travel beyond that line will be considered a foul for purposes of this rule.

(7) Base runners are not permitted to steal bases and shall remain in contact with the base until ball is hit or crosses home plate.

(8) When the ball is in the possession of an infielder, the player shall call "Time". The ball is dead and shall be returned to home plate. All runners that are past the half way line to the next base shall be awarded that base. All runners that are not yet to the half way line shall be instructed to go back to the previous base.

(9) There is no infield fly rule.

I. Clinic Division:

(1) Ten players shall be used defensively. The four outfielders must be positioned 15 feet behind the infielders when the ball is pitched by the coach pitcher.

(2) Each player shall play a minimum of 3 innings in a six inning game, which consists of 9 outs. These innings shall be complete innings but need not be consecutive.

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

(4) Batters are not permitted to bunt or softswing at the ball. Penalty is that the pitch is a strike and the ball is dead.

(5) There is no infield fly rule.

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

(7) There is no dropped third strike rule.

(8) Base runners are not permitted to steal bases and shall remain in contact with the base until ball is hit or crosses home plate. If a runner is off the base and the ball is hit, the runner is out and the ball is in play. If the ball is not hit, the runner must return to the base and the ball is dead.

(9) If a batted ball hits the coach pitcher or the coach the ball is dead. The

pitch is a foul strike and no runners may advance. If a live ball hits the coach pitcher or in the umpire's judgement the coach interferes in the fielder's attempt to make a play, the ball is dead and lead runner is out.

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

(11) When the ball is in the possession of an infielder, the player shall call "Time". The ball is dead and shall be returned to home plate. All runners that are past the half way line to the next base shall be awarded that base. All runners that are not yet to the half way line shall be instructed to go back to the previous base.

J. Pinto Division:

(1) Ten players shall be used defensively. The four outfielders must be positioned 15 feet behind the infielders when the ball is pitched by the coachpitcher.

(2) Each player shall play a minimum of 3 innings in a six inning game, which consists of 9 outs. These innings shall be complete innings but need not be consecutive.

(3) Each player must play at least two innings in the infield positions, unless the parent or player opposes. This rule does not apply during the end of the season tournament.

(4) Batters are not permitted to bunt or softswing at the ball. Penalty is that the pitch is a strike and the ball is dead.

(5) There is no infield fly rule.

(6) There is no dropped third strike rule.

(7) A runner on first base may attempt to steal second base if the catcher catches the ball cleanly. No other base runners are allowed to advance on this play. No advancement further than second base is allowed. One successful steal per inning is allowed. Base runners shall remain in contact with the base until ball is caught by the catcher or hit. If a runner is off the base and the ball is hit, the runner is out and the ball is in play. If the ball is not hit, the runner must return to the base and the ball is dead.

(8) If a batted ball hits the coach pitcher or the coach the ball is dead. The pitch is a foul strike and no runners may advance. If a live ball hits the coach pitcher or in the umpire's judgement the coach interferes in the fielder's attempt to make a play, the ball is dead and lead runner is out.

(9) Once removed, a player may not return to the pitching position.

(10) Play shall stop when a defensive player makes a play on any runner at any base (and the ball reaches the fielder at that base) or when no runners are attempting to advance. Runners may not advance on overthrows to any base. If other runners are more than half way toward the next base when play stops, the runner shall be awarded that base.

K. Mustang Division:

(1) Each player shall play a minimum of 3 innings in a six inning game, which consists of 9 outs. These innings shall be complete innings but need not be consecutive.

(2) Runners may steal bases, but shall not leave the base they are occupying at the time of the pitch until the pitched ball has reached or passed the catcher. Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitched ball reaches or passes the catcher shall be called out and shall be considered a dead ball.

(3) Stealing of home is not allowed, however baserunners may advance to home on a passed ball to the catcher or an overthrow to the pitcher.

(4) All baserunners must return to their bases once the pitcher has the ball and is on the Mound.

(5) There is no dropped third strike rule.

(6) There is no infield fly rule.

L. Bronco/Pony/Colt Divisions:

(1) Each player shall play a minimum of 3 innings in a six inning game, which consists of 9 outs (Bronco). These innings shall be complete innings but need not be consecutive.

(2) Each player shall play a minimum of 4 innings in a seven inning game, which consists of 12 outs (Pony and Colt). These innings shall be complete innings but need not be consecutive.

6 PITCHING RULES

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

B. **Shetland** No pitching is allowed. Players must hit from batting tee.

C. **Clinic** Coach Pitch only.

(1) Coach pitcher must throw overhand. However, is allowed to pitch from one knee.

(2) The coach pitcher shall throw a maximum of 6 pitches. Foul tips on sixth pitch are replayed.

(3) Only swinging strikes are called.

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

(5) While the coach is pitching, the player pitcher shall take the position beside the coach, even with the pitchers plate and with one foot in the pitcher circle.

(6) While on the field the coach shall refrain from coaching any runner and shall avoid interfering with any play. The coach will receive one warning and the second time he must be removed. Should the coach be touched by a batted ball or a thrown ball, the ball should be considered dead and a no pitch. If in the opinion of the umpire, the interference of the coach results in an advantage to the batter or any runner, the umpire shall take such action to nullify the effect of the interference.

D. **Pinto** Modified Player Pitch only.

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

- (2) If a batter is hit by a kid pitcher he shall be awarded first base.
- (3) Coaches must pitch from pitching plate.
- (4) While the coach is pitching, the player pitcher shall take a position beside the coach, even with the pitching plate and within 3 feet of the pitching plate.
- (5) While on the field the coach shall refrain from coaching any runner and shall avoid interfering with any play. The coach will receive one warning and the second time he must be removed. Should the coach be touched by a batted ball or a thrown ball, the ball should be considered dead and a no pitch. If in the opinion of the umpire, the interference of the coach results in an advantage to the batter or any runner, the umpire shall take such action to nullify the effect of the interference.
- (6) Pitchers are allowed to pitch a maximum of 2 innings in a game, and no more than 3 innings for the day. Day refers to a calendar day (midnight to midnight)
- (7) Pitchers are allowed to pitch two days in row as long as he doesn't throw more than 3 innings in combination of the two days. In order to be eligible to pitch two days in a row however, the first day total must only be one inning (not the maximum) in order not to trigger the 40 hour rest rule. Pitchers pitching two days in a row must rest 40 hours no matter how many innings are pitched.
- (8) Pitchers are not allowed to pitch more than 6 innings for the week. A week refers to a calendar week running from Monday through Sunday.
- (9) A 40 hour minimum rest (from start of game) is required between starts when maximum innings are pitched in a game or in a day.
- (10) As soon as a pitcher delivers one pitch to a batter the pitcher shall be considered as having pitched in one inning.
- (11) A pitcher must be removed from the game if they hit more than two batters in a single inning or three batters for a game.
- (12) Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in Rule 13.
- (13) A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they are local league games, the playoff or postponed games or suspended games, tie games or exhibition games.
- (14) Any pitcher withdrawn from the mound and/or lineup, or a pitcher who is withdrawn from the mound shall not be permitted to pitch again in the same game.
- (15) If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up properly with at least eight warm up pitches.
- (16) The pitcher named in the batting order turned in prior to the start of the game, shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire in chief, incapacitates him from pitching.

E. Mustang

- (1) Pitchers are allowed to pitch a maximum of 3 innings in a game, and no more than 4 innings for the day. Day refers to a calendar day (midnight to midnight)
- (2) Pitchers are allowed to pitch two days in row as long as he doesn't throw more than 4 innings in combination of the two days. In order to be eligible to pitch two days in a row however, the first day total must only be two innings (not the maximum) in order not to trigger the 40 hour rest rule. Pitchers pitching two days in a row must rest 40 hours no matter how many innings are pitched.
- (3) Pitchers are not allowed to pitch more than 7 innings for the week. A week refers to a calendar week running from Monday through Sunday.
- (4) A 40 hour minimum rest (from start of game) is required between starts when maximum innings are pitched in a game or in a day.
- (5) As soon as a pitcher delivers one pitch to a batter the pitcher shall be considered as having pitched in one inning.
- (6) A pitcher must be removed from the game if they hit more than two batters in a single inning or three batters for a game.
- (7) Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in Rule 13.
- (8) A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they are local league games, the playoff of postponed games or suspended games, tie games or exhibition games.
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- (11) The pitcher named in the batting order turned in prior to the start of the game, shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire in chief, incapacitates him from pitching.

F Bronco

- (1) Pitchers are allowed to pitch a maximum of 4 innings in a game, and no more than 6 innings for the day. Day refers to a calendar day (midnight to midnight)
- (2) Pitchers are allowed to pitch two days in row as long as he doesn't throw more than 6 innings in combination of the two days. In order to be eligible to pitch two days in a row however, the first day total must only be three innings (not the maximum) in order not to trigger the 40 hour rest rule. Pitchers pitching two days in a row must rest 40 hours no matter how many innings are pitched.
- (3) Pitchers are not allowed to pitch more than 8 innings

for the week. A week refers to a calendar week running from Monday through Sunday.

(4) A 40 hour minimum rest (from start of game) is required between starts when maximum innings are pitched in a game or in a day.

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

(6) A pitcher must be removed from the game if they hit more than two batters in a single inning or three batters for a game.

(7) Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in Rule 13.

(8) A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they are local league games, the playoff of postponed games or suspended games, tie games or exhibition games.

(9) Any pitcher withdrawn from the mound and/or lineup, or a pitcher who is withdrawn from the mound shall not be permitted to pitch again in the same game.

(10) If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up properly with at least eight warm up pitches.

(11) The pitcher named in the batting order turned in prior to the start of the game, shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire in chief, incapacitates him from pitching.

K. Pony

(1) Pitchers are allowed to pitch a max of 5 innings per game, and no more than 7 innings per day. Day refers to a calendar day (midnight to midnight)

(2) Pitchers are allowed to pitch two days in row as long as he doesn't throw more than 7 innings in combination of the two days. In order to be eligible to pitch two days in a row however, the first day total must only be four innings (not the maximum) in order not to trigger the 40 hour rest rule. Pitchers pitching two days in a row must rest 40 hours no matter how many innings are pitched.

(3) Pitchers are not allowed to pitch more than 9 innings for the week. A week refers to a calendar week running from Monday through Sunday.

(4) A 40 hour minimum rest (from start of game) is required between starts when maximum innings are pitched in a game or in a day.

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

(6) A pitcher must be removed from the game if they hit more than two batters in a single inning or three batters for a game.

(7) Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in Rule 13.

(8) A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they

are local league games, the playoff of postponed games or suspended games, tie games or exhibition games.

(9) Any pitcher withdrawn from the mound and/or lineup, or a pitcher who is withdrawn from the mound shall not be permitted to pitch again in the same game.

(10) If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up properly with at least eight warm up pitches.

(11) The pitcher named in the batting order turned in prior to the start of the game, shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire in chief, incapacitates him from pitching.

L. Colt

(1) Pitchers are allowed to pitch a maximum of 7 innings in a game, and no more than 7 innings for the day. Day refers to a calendar day (midnight to midnight)

(2) Pitchers are allowed to pitch two days in row as long as he doesn't throw more than 7 innings in combination of the two days. In order to be eligible to pitch two days in a row however, the first day total must only be six innings (not the maximum) in order not to trigger the 40 hour rest rule. Pitchers pitching two days in a row must rest 40 hours no matter how many innings are pitched.

(3) Pitchers are not allowed to pitch more than 12 innings for the week. A week refers to a calendar week running from Monday through Sunday.

(4) A 40 hour minimum rest (from start of game) is required between starts when maximum innings are pitched in a game or in a day.

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

(6) A pitcher must be removed from the game if they hit more than two batters in a single inning or three batters for a game.

(7) Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in Rule 13.

(8) A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they are local league games, the playoff of postponed games or suspended games, tie games or exhibition games.

(9) Any pitcher withdrawn from the mound and/or lineup, or a pitcher who is withdrawn from the mound shall not be permitted to pitch again in the same game.

(10) If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up properly with at least eight warm up pitches.

(11) The pitcher named in the batting order turned in prior to the start of the game, shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness

which, in the judgment of the umpire in chief, incapacitates him from pitching.

7 LENGTH OF GAMES

- A. **Shetland** Regulation length of game is four innings.
- B. **Clinic** Regulation length of game is six innings (5 1/2 if home team is ahead). Maximum 5 runs per inning, except in the 6th or extra innings which are open.
- C. **Pinto** Regulation length of game is six innings. Maximum 5 runs per inning, except in the 6th or extra innings which are open.
- D. **Mustang** Regulation length of games is six innings. Maximum 5 runs per inning, except in the 6th or extra innings which are open.
- E. **Bronco** Regulation length of games is six innings. Maximum 8 runs per inning, except in the 6th or extra innings which are open.
- F. **Pony** Regulation length of games is seven innings.
- G. **Colt** Regulation length of game is seven innings.
- H. Called Games - If a game is called for any reason by an umpire or league official, the game will be considered complete if the teams have reached the 5th inning for a 7 inning game or the 4th inning in a 6 inning game. If the game has not reached the innings described, play shall be suspended and shall be rescheduled by the player agent in charge, and picked up at the time of curtailment.
 - (1) In games that are suspended, players that were not in attendance at the time of curtailment shall be added to the bottom of the lineup for the continuation. Furthermore, players that cannot attend the continuation of the game (but previously were in the lineup) shall be skipped over in the lineup and shall not be considered an out.
- I. 10 run rule - If a team is leading an opponent by at least ten runs after five (four in Mustang and Bronco) of more complete innings, the game shall be terminated and the team in the lead shall be declared the winner. This rule does not apply in Clinic and Pinto divisions.

8 SCHEDULE

- A. Scheduling and rescheduling of league games shall be the responsibility of the player agents and vice president, and shall provide not less than 12 regular season games for each team. A double elimination tournament (except for Shetland and Clinic) will determine the division champion at the end of the season.
- B. Postponed and suspended games will be rescheduled by the player agents at the earliest possible date.
- C. Under no condition shall league officers set up a schedule of games which would require a team to play more than two (one for Shetland) games in one day.
- D. Start times/Curfew/Forfeit Times

(1) Start Times Weekday games: 5:45

Weekend games: as scheduled

Note: There is a 2 hour and 15 minute time limit on all Saturday games. There is no time limit however on any game played during the End of Season tournaments.

(2) Curfew Time Opening Day through April 30th: 8:00 p.m.

May 1st through May 14th 8:15 p.m.

May 15th through May 31st 8:30 p.m.

June 1st through end of season 8:45 p.m.

Note: Curfew times apply to all fields except lighted fields where games end 10:30 p.m.

(3) Forfeit Time Forfeiture time is fifteen minutes after the scheduled start time.

9 UMPIRES

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

B. At any time the umpires assigned by the league fail to report, both managers are responsible for contacting the chief umpire to report the incident.

C. When there is no official umpire to officiate a game, and the managers cannot agree on a substitute, the game will be postponed. However, a board member's on sight appointment shall constitute an official umpire for the game. No manager is permitted to umpire his own game unless both managers agree before the start of the game.

D. In the event of a single umpire to a game (Pony or Colt), the appointed umpire shall be designated "Umpire in Chief" and he may at his option designate one or more "Field Umpires" to assist him, provided that the field umpires have received the approval of the Chief Umpire for that game. Lacking the prior approval of the Chief Umpire, designated field umpires may be accepted by the approval of both managers prior to the start of the game. Once the game is started a field umpire cannot be removed from the game by either or both managers.

10 SCOREKEEPERS

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

B. Both scorekeepers must also keep track of the league issued pitching log. Teams exchange logs to start each game and keep track of the opposing

teams pitchers and all changes. Following the game, both managers and umpires must view and initial both teams pitching logs. Failure to do so could possibly result in ineligible players or possible forfeit.

C. The official scorer should notify the manager concerned if an ineligible player or an improper batter is about to be used in the game, but the failure of the scorer to do so has no effect upon the rules.

D. No score is kept in Shetland or Clinic. Only use scorebook for purposes of keeping the batting order correct.

11 MANAGERS AND COACHES

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

B. Adult coaches, if properly dressed in a uniform specified by a league, may be used in either or both the first and third base coaching boxes. Only players (Pony and Colt only) in baseball uniform and wearing helmets shall be used as base coaches when adult coaches are not used.

(1) Shetland, Clinic, and Pinto Two adult coaches may be stationed on the playing field, beyond the baselines, to provide verbal instructions to the defensive team.

C. A coach or coaches shall not switch coaching boxes during an inning.

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

F. Clinic and Pinto Only

the manager shall approach the junior umpire for the explanation of a call.

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

H. Umpires shall not permit more than one offensive time out in each inning to allow a manager or coach to talk with a batter. (Only in Mustang, Bronco, Pony, and Colt)

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

12 RULES AND DECISIONS COMMITTEE

A. The Lake Shore Baseball Rules and Decisions Committee shall receive and resolve all protests lodged during the playing of league games. The committee is comprised of the Vice President, Chief Umpire, and all of the leagues player agents. At least three members of the committee must be present to render a decision.

B. The Rules and Decisions Committee shall concern itself with game protests and all disciplinary matters on the field for the league, leaving the resolution of other matters in the hands of the Board of Directors.

C. The Rules and Decisions Committee may solicit testimony and advice from any source it chooses, but actual decisions shall be based on majority vote of the members of the committee only.

D. When feasible, the Rules and Decisions Committee shall make every effort to render a decision on a protest within 48 hours of receipt of the protest in written form.

E. Decisions of the Rules and Decisions Committee shall be final and are not subject to appeal.

13 PENALTIES

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

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

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

B. In the event that both teams have fewer than 8 players. The game shall be ruled a double forfeit and scored as a tied game. Any make up of the game shall be at the player agents and chief umpire's discretion.

C. Penalty for use of illegal players shall be forfeiture of games in which illegal players participated, provided such games are protested by any of the league managers or officers in writing within 48 hours of the game or games in question. An illegal player is one who is not legally a member of the league or a player who has been found to have violated his player contract with the league.

D. Penalty for use of an ineligible player, upon appeal by the opposing manager or notification by the official scorer or league officers, when the official scorebook or other league records verify the ineligibility of the player concerned, shall be immediate removal of the player from the lineup and ejection of the team manager from the game. Both the player and the manager shall be ineligible to participate in the next scheduled game played by the team.

(1) An ineligible player is one who is legally a member of the league, but who is ineligible to play or to pitch in a particular game or games because of the limitations set forth in these Rules and Regulations, or as the result of a previous rules violation or disciplinary action.

(2) For purposes of interpreting this rule, a player shall not be considered in violation of the rules until at least one pitch has been thrown to the batter after the point of violation.

(3) In the event the manager of an ineligible player refuses to remove the

player from the lineup and the manager does not leave the field when the appeal is made, and verified, the game is subject to forfeit.

(4) When the ineligible status of a player is not established until after completion of the game, the game shall stand as played, but the player and manager shall be ineligible to participate in the next game played by the team, or the next game played after the ineligible status has been determined.

D. Illegal equipment shall be removed from the game.

(1) Players are not permitted to use illegal headgear even if no other headgear is available. When proper headgear is not available, the game shall be delayed until the equipment can be obtained, or postponed and rescheduled by the league officers.

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

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

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

E. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to the penalties stated for use of an ineligible player in this rule.

14 PROTESTS

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

B. When protests are based on an interpretation of the rules, the objecting manager shall, at the time the play occurs, notify the head umpire, the opposing manager and official scorer that the game is being played under protest, and submit the protest in writing (along with \$50.00 collateral) to the chief umpire within 48 hours of the completion of the game. If the protest is upheld the \$50.00 collateral will be returned.

(1) When protests based on the interpretation of a rule are upheld by the Rules and Decisions Committee, the game concerned shall be replayed from the point of protest.

(2) Umpires should make a public announcement to the crowd when a game is being played under protest.

C. Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the

game shall forfeit all rights to protests as prescribed in this section.

15 GENERAL CONDUCT/BEHAVIOR/SAFETY

A. Players or adult volunteers who engage in unsportsmanlike conduct, such as fighting, abusive language or similarly derogatory activity, will be subject to a disciplinary hearing in front of the Rules and Decisions Committee.

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

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

- (1) Flagrant throwing of equipment
- (2) Unsportsmanlike or dangerous conduct
- (3) Delivery of a pitch in a state of anger

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

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

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

F. Under no circumstances will a manager, coach, or LSYB member dispense any medication, alcohol, drug prescribed or over the counter to any player, except a parent or guardian to his or her own child. Violation of this rule will result in immediate suspension pending a board review. Any 5 board members of which one must be the president will adjudicate within 24 hours of the reported incident. Failure to appear at the review will result in immediate expulsion wherein the proper authorities will be notified.

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

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

I. The sighting of lightning shall result in the IMMEDIATE SUSPENSION OF ALL GAMES ON ALL FIELDS. In the event of an evening game, the game shall not be resumed after 7:00 p.m. (on a lighted field the game shall not be

resumed after 7:30 p.m.) at that time play shall be stopped. If the game is not considered complete, it may be resumed at a later date. However a morning or afternoon game, resumption of the game shall be at the discretion of the umpire, but in no case shall it be less than 30 minutes after the last sighted lightning bolt. When in doubt, play shall not resume. **THIS IS A MARYLAND STATE LAW.**

J. COMMUNICABLE DISEASE PROCEDURES

While risk of one athlete infecting another with HIV/AIDS during competition is close to nonexistent, there is a remote risk that other blood borne infectious diseases can be transmitted. For example, Hepatitis B can be present in blood as well as in other body fluids. Procedures for reducing potential for transmission of these infectious agents should include, but not be limited to, the following:

- (1) The bleeding must be stopped, the open wound covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may participate.
- (2) Routine use of gloves or other precautions to prevent skin and mucous membrane exposure when contact with blood or other body fluids is anticipated.
- (3) Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other body fluids. Wash hands immediately after removing gloves.
- (4) Clean all contaminated surfaces and equipment with an appropriate disinfectant before competition resumes.
- (5) Practice proper disposal procedures to prevent injuries caused by needles, scalpels and other sharp instruments or devices.
- (6) Although saliva has not been implicated in HIV transmission, to minimize the need for emergency mouth-to-mouth resuscitation, mouthpieces, resuscitation bags, or other ventilation devices should be available for use.
- (7) Athletic trainers/coaches with bleeding or oozing skin conditions should refrain from all direct athletic care until the condition resolves.
- (8) Contaminated towels should be properly disposed of/disinfected.
- (9) Follow acceptable guidelines in the immediate control of bleeding and when handling bloody dressings, mouth guards and other articles containing body fluids.