

## Lamar Parks & Rec - Baseball Rules

|        | Grades for teams: | Game length    | Base Path |
|--------|-------------------|----------------|-----------|
| Junior | 2-3               | 1 Hour         | 60 ft     |
| Minor  | 4-5               | 1 hour 15 min. | 60 ft.    |
| Major  | 6-7               | 1 hour 30 min  | 60 ft.    |
| Senior | 8-10              | 1 hour 45 min  | 90 ft.    |

If any league does not have enough players to form adequate number of teams (as determined by the Recreation Board and Recreation Director) leagues may be combined for the single season.

The parent/guardian of every child signs a code of conduct on the registration form that says; the league may release any child from playing and/or refuse any adult, whether coach, parent or spectator the privilege of attending any practice, game or event for violent or abusive behavior or inappropriate language toward any player, official or other spectator.

Alcoholic beverages and tobacco in any form are prohibited on the field or in the dugout.

All players and coaches should demonstrate the highest degree of sportsmanship at all time. Cursing, fighting and/or throwing equipment, abusive, threatening, or intimidating language, or any intentional physical injury to players, coaches or umpires is grounds for asking the offending player, coach or spectator to leave the game. A repeat incident is grounds for the offender to be removed from the game, the league, or from the spectators stands for the rest of the season. Any further incidents may result in the player coach or spectator being permanently barred from any further league games that season and also from any future Recreation Department event. Bad sportsmanship, or violence, will not be tolerated.

## Rules Common to All Divisions

### All-Play / Equal Play -----

Lamar recreation leagues are "All -Play" leagues. Every child will be given equal, or nearly equal, playing time, both in the field and at bat. An exception to the rule may be made for players who have missed the two previous practices for the game, if the team continues to practice during the season. They must be allowed to play, but can be reduced in playing time by half, at the discretion of the coach. If a violation of the rule occurs due to the game's being called for circumstances beyond the control of the coach/league, every effort will be made to place the shorted player in the first-play lineup for the immediate next game.

### Lamar League "Short / Long" Rule -----

This rule is explained by this example: and is in effect for every league game

If a team is supposed to field nine players:

- If both coaches agree before the game they may play 10 players. Both MUST agree.
- If the team fields 8 there is no penalty.
- If the team can field 7 there is a one-out penalty every time the 8<sup>th</sup> player would come to bat.
- If the team cannot field 7 – the team forfeits.

At this point any registered player in that division may play a "pick-up" game so long as coaches and umpires agree. This game cannot go into overtime to delay a scheduled game. All other rules are observed.

If a team who has forfeited has players 8 & 9 show up after the 'pick-up' games has started it does not effect the forfeit and the originally scheduled game is NOT started. The players may enter the pick up game if they choose, but the original scheduled game has already been forfeited.

### Slide Rule -----

The slide rule is in effect for every league game. If a fielder has opportunity to field the batted or thrown ball, and is in process of making a play, the runner cannot intentionally run into the fielder. The runner must slide to avoid a collision if possible. If the runner fails to do so, runner is out. Calls are the discretion of the umpire.

**NO HEAD-FIRST SLIDES ARE ALLOWED.** A 'fall back' dive for the base is not the same as a slide

### Players -----

- A team must field 9 players, 3 on the outfield grass, with catcher in position in full gear (including a cup for boys)
- If fielding 10 by mutual agreement of coaches prior to game, 4play on the outfield grass.
- The 2<sup>nd</sup> team in the pairing on the schedule is "Home" team *no matter where the game is played.*
- Base coaches must be adults, not players
- Bat boys or bat girls are not allowed.

### Substitutions -----

- Use of designated hitters is not allowed.
- Any **starting** player removed for a substitution may re-enter the game once, providing player retains the same batting position as in the original line-up.
- Any player removed for a substitution may re-enter the game once, providing:
  - His substitute has played at least six consecutive outs and
  - Has had at least one turn at bat.
- A pitcher , removed from pitching but remaining in the game, may be moved back to pitcher's position once in a game.
- A pitcher removed from pitching for a substitution, may not re-enter as a pitcher. (Does not include offensive substitution of a courtesy runner for the pitcher)
- If two or more substitute players enter the game at the same time, the coach shall immediately tell the umpire which player is substituting for which position.
- A player in the batting order may not substitute as a "courtesy runner" for another batter on the line-up. Courtesy runners must be a player not in the current batting line-up.
- Substitutions for a pitcher must be made between batters unless the pitcher becomes incapacitated. The umpire is the sole judge of capacity.

### Games -----

- Prior to each game, the umpire will hold a brief meeting at home plate to discuss field rules. Coaches are required to participate in this meeting The coach for each team shall give the official scorekeeper a roster of players, in batting order
- No new inning shall begin with five minutes or less on the clock.
- Games shall consist of seven inning, or *at least* three complete innings, run the time limit, **or** shall satisfy the run rule.
- In the case of a tie game, if time is not expired, and seven innings have been played, game may continue until time, and complete that full inning, or until a go ahead run by the home team ends play. **NO MORE THAN ONE** inning will be played to break a tie game in overtime.

- Intentional walk will not be allowed.
- Players shall be in league uniform to play. Jewelry should be removed.
- All players shall be on the bench or in the bullpen while their team is at bat.
- When team is on defense, all reserve players shall be in the dugout or bull pen.
- The infield fly rule is not in effect at any time.
- If a game is suspended before three inning, it may be resumed later in the day or another day, in order to complete the game from the point where it was suspended. If three innings have been played the game will not be restarted and the score will be equal to what it was at the end of the last full inning before it was delayed.
- No team shall play three games in one day, and may not play more than one double-header in a calendar week. ( A game being completed from a prior day's rain out- is not considered a Double Header. )
- Run Rule: a game will be called and the winner declared if one team is ahead at the following points: 12 after 3 innings, 8 runs after 4 innings.

### **Manager / Coach -----**

- Teams may have two adult base coaches on the field, one at third base, one at first. Base coaches must stay in their designated are, and talk only to their own team.
- A manager or coach shall not enter the playing field except with permission of the umpire to
  - 1)to confer with a player
  - 2) confer with an umpire
  - 3) coach at a base
- A manager or coach may stand outside of, but within 3 feet of the gate to the dugout. Dugout gates should remain closed for the safety of players inside.

### **Pitchers - -----**

- In case of illness or injury to one of the pitchers, a substitution may be made for that pitcher.
- No player shall intentionally discolor or deface a ball, or wear anything on his uniform that resembles a ball
- A pitcher may take up to eight practice/ warm up pitches to another player. Anyone warming up a pitcher must wear protective gear while doing so.
- A manager or coach may visit the pitcher's mound twice in an inning, never more than once while a single batter is at bat. After the 2<sup>nd</sup> visit the pitcher shall be removed.
- The coach/ manager may visit the pitcher at the mound no more than four times in a game, or the pitcher shall be removed on the fifth visit.
- A removed pitcher may be substituted at any other position, but not pitcher.
- If an illegal pitcher pitches a ball and the defensive team accepts it, the result of that pitch is legal. Remedy to the illegal pitcher must be made before the pitch is made and should be made before the next pitch. If a pitcher is changed while a single batter is at bat, the count remains the same as before the pitcher was removed.
- The catcher is the only other defensive player allowed to confer with the pitcher and or coach at the mound them.
- Any player on the team may pitch.
- Delivering one pitch constitutes pitching in an inning.

### **Pitch counts -----**

Coaches are responsible to see that the score keeper tracks pitch counts. The scorekeeper will notify the umpire in chief when the pitcher has reached his limit. We will check periodically.

a. Any player may pitch. There is no limit to the number of pitchers you may have/ use.

c. A pitcher must be moved or removed once he reaches the limit:

|        |                    |
|--------|--------------------|
| Minor  | 75 pitches per day |
| Major  | 85 pitches per day |
| Senior | 95 pitches per day |

Exception: If a pitcher reaches his limit while facing a batter, he may continue to pitch until that batter is out or advances.

To count days skip the day the player pitched and begin counting with the next day. (If pitching on Monday, Tuesday counts as one day, Wednesday as two, Thursday as three...)

d. There are rest requirements:

If a player pitches fewer than 21 pitches there is no rest requirement

If a player reaches

|         |   |
|---------|---|
| > 61    | three (3) days rest before he may pitch again |
| 41 – 60 | two (2) days                                  |
| 21 – 40 | one (1) day                                   |

It should be easy to track pitches - At the end of the inning, count the balls thrown. Don't forget foul balls and fouts balls.

|       |  |   |       |
|-------|--|---|-------|
| Jimmy | walked with one strike                                   | = | 5     |
| Ty    | struck out   | = | 3     |
| Ben   | got a hit with 3 balls and 1 strike                      | = | 5     |
| Jack  | struck out with 2 balls                                  | = | 5     |
| Bryce | hit a pop, 3 <sup>rd</sup> out on 3 <sup>rd</sup> strike | = | 3     |
|       |  |   | ----- |
|       | Count is   |   | 21    |

Make a note at the bottom of the inning in the scorebook. Score keeper needs to keep up with this for the coach. Rec Board or staff may ask to check at any time

**Dead Ball** -----

A pitched ball becomes dead (runners can legally advance, or return to base safely) if:

- o It touches a batter or batter's clothing while in batter's box. The batter must attempt to dodge to be awarded a base.
- o An illegal pitch is committed
- o A ball is illegally batted
- o A foul ball is not caught
- o A fair ball touches a runner or umpire in fair territory. (Batter is out)
- o A fair ball touches an umpire before it has passed any infielder, including pitcher
- o The plate umpire interferes with the catcher's throw, unless the throw successfully gets the runner out.
- o A pitched ball lodges in catcher's or umpires mask or body protection
- o The umpire calls 'time' for any reason (no advancement or safe return)

**Batting** -----

- Bat the line-up, not the entire team roster. If a player sits out an inning and does not field, he is not in current batting line-up.
- Batters shall wear batting helmets while warming up in the batter's box or designated batting circle. If no batter's circle is marked, it should be beside of the entrance to the dugout,

- Batters shall place both feet in the batter's box.
- If a batter refuses to take his proper position, the umpire shall call "Play" and shall call a strike for every ball thrown until the batter takes his position.
- A batter shall wear a batting helmet at all times when in live ball territory
- A batter is out if
  - He bats a ball when one or both feet are outside the batter's box.
  - He intentionally interferes with a bunted ball on the way to first base
  - Bats out of order
  - Moves from one batter's box to the other when the pitcher is ready to deliver the pitch
  - Interferes with catcher's ability to field a ball
  - A fair or foul ball is caught before it touches the ground
  - The batter is tagged out or forced out at any base or home plate
  - Receives three called or swing and miss strikes (except junior division – see rules)
- If one team has fewer players, they begin their 'at bat' at the top of the order. Thereafter, both teams use the same number of batters (to be considered "through the order once")  
Ex: If team A has 9 and B has 10, both would bat a max of 9 batters per side/ inning.

## Running -----

A runner shall be called out if

- he runs more than 3 feet away from the base line , unless he is attempting to avoid colliding with a defensive player who is obstructing.
- He is tagged or forced out at a base
- He intentionally interferes with a thrown ball
- Fails to touch a bases in order, before touching the next base, or fails to touch home plate
- Is touched by a batted ball
- Passes a preceding runner
- Occupies a base with a preceding runner
- Fails to return to, or retouch a base when the play calls for it

Runners must tag the base after a fly ball is caught in order to advance to the next base

Running to the next base on an OVERTHROW is not stealing... since the ball is still in play

## Interference / Obstruction -----

- If the umpire declares any batter/ runner out, for the cause of interference, all runners shall return to the base they legally touched last, before the interference, at the determination of the umpire.
- Interference is any act by one team impede, hinder, or obstruct the fair play by the other team – see definitions.
- Obstruction – the act of a fielder who is in the way of a runner, unless fielding or attempting to field, the ball. A fake tag is obstruction.
- In any obstruction / interference, the ball is dead at the moment of interference.
- A thrown ball that accidentally touches an umpire or base coach is alive and in play providing there is no intentional interference.

## Forfeiture -----

A game shall be forfeited to the offended team when a team:

1. Is ten minutes late in appearing or in beginning play after the umpire calls "Play Ball."
2. refuses to continue play after the game has started;
3. delay more than one minute in resuming play after the umpire call "Play ball" or in obeying the umpire's order to remove a player for violation of the rules;
4. persists in tactics designed to delay or shorten the game;
5. willfully and persistently violates any of the rules after being warned by the umpire.

Official score of a forfeited game is 7 to 0, unless the game is forfeited after the number of innings required for a regulation game, and the offending team is behind. Then the score remains as recorded. If the offending team is leading, the score shall be 7 to 0.

## Rules Specific to Divisions:

### ➤ Junior Division

1. An inning has three outs, through the batting order once, or 7 runs – whichever is first.
  - If the last batter on the lineup for that inning is up to bat, the offensive team must notify the umpire and the defense.
    - If it will be the 3rd out, the out may be made at any base .
    - If not the 3rd out, play is over when the catcher has possession of the ball and touches home plate.
  - An “at bat” will consist of 3 strikes or six pitches. There are no strikes ‘called’ only swing-and-miss. If the 5<sup>th</sup> pitch is fouled, pitches continue for another pitch, until there is another strike or passed pitch. If, in the opinion of the umpire, there is an errant pitch, another pitch will be thrown.
2. A ball is dead when the pitcher has control of the ball in the pitching circle – a 10-foot diameter circle with the pitching mound in its center- and has stopped live play. If a runner is more than half way to the next base when the pitcher takes the circle, the runner is awarded the base. The umpire shall make all judgment calls regarding this. If the pitcher puts the ball back into play it is live.
3. A 20 foot arc for “Fair Ball” territory will be marked from 3<sup>rd</sup> base line to 1<sup>st</sup> base line. The batted ball must clear this line to be in “fair” territory. If it does not clear the line, it is considered a foul ball.
4. Stealing is permitted to 2nd and 3rd only, NOT HOME -1 base per pitch.
5. **Runners may not lead off.** They must be touching the base they occupy until the ball crosses home plate. Base runner may not leave the base until the ball has crossed home plate. Leaving the base early will result in a dead ball, with the pitch being re-thrown and the runner returned to previous base. NOTE: Running home on an OVERTHROW is not stealing... since the ball is still in play
6. Pitching:
  - a. for Junior Division boys machine will be used set at 35 feet from home plate, at 54 RPM. A coach from the team at bat will feed the machine, and MAY NOT coach the batter or runners If a batted ball hits the machine or the person feeding the machine, the batter and all runners on base are awarded one base.
  - b. The ball is dead if at any time during live play the pitching coach touches the ball  
All runners return to last base touched.

### ➤ Minor Division

1. An inning has three outs, through the batting order once, or 7 runs – whichever is first.
  - If the last batter on the lineup for that inning is up to bat, the offensive team must notify the umpire and the defense.
    - If it will be the 3rd out, the out may be made at any base .
    - If not the 3rd out, play is over when the catcher has possession of the ball and touches home plate.
2. Base coaches must be adults, not players.

3. **Runners may not lead off.** They must be touching the base they occupy until the ball crosses home plate. Leaving the base early will result in a dead ball, with the pitch being re-thrown and the runner returned to previous base.
4. Stealing is permitted, all bases, one base per pitch or overthrow. Stealing HOME is not permitted.
5. Base runner may not leave the base until the ball has crossed home plate. Leaving the base early will result in a dead ball, with the pitch being re-thrown and the runner returned to previous base.
6. A ball is dead when the pitcher has control of the ball in the pitching circle – a 10-foot diameter circle with the pitching mound in its center- and has stopped live play. If a runner is more than half way to the next base when the pitcher takes the circle, the runner is awarded the base. The umpire shall make all judgment calls regarding this. If the pitcher puts the ball back into play it is live.

➤ **Major Division**

1. Runners may not lead off. We are playing a 60 foot base path, so we do not lead. Base runner may not leave the base until the ball has crossed home plate. Leaving the base early will result in a dead ball, with the pitch being re-thrown and the runner returned to previous base.
2. Games shall consist of 7 innings or satisfy the run rule, unless time is expired.
3. Any game called for weather shall be “complete” if three innings have been completed. An incomplete game shall be started at the point it was interrupted.
4. Play ends if in the 7th inning the visiting team fails to make go ahead run, or when home team makes a go ahead run.

➤ **Senior Division**

1. At the beginning of the game the coach may designate a runner for a particular player, on the batting order.
2. Steel cleats are allowed on Senior league on field 2 only.
3. If a player injures another player with his steel cleats, he will be subject to possible expulsion from the game, if, at the discretion of the umpire, the injury was avoidable or intentional.
4. Play ends if in the 7th inning the visiting team fails to make go ahead run, or when home team makes go ahead run.
5. Senior division only may play “Dropped Third Strike” rule. If the catcher drops the ball on a pitched third strike, the runner may advance to first IF first base is unoccupied at the time the pitch was made. (If the prior batter is leading off from the base, it constitutes occupying the base.)

### **Protests**

Umpires will work to settle all problems on the field. Protest will be allowed for age and rule interpretations only. Rule Protest must be declared to the plate umpire before the next pitch following the dispute. All unsatisfied protests should be referred to the Parks & Recreation Director, detailed **in writing** at 1104 Broadway, Lamar, 64759. A determination shall be made and parties notified. A protest shall be considered only on the grounds of an illegal use of a rule, not on the consideration of a judgment call by an umpire.