

2025 STANDARD RULES AND REGULATIONS

The LCN Thunder Board reserves the right to make changes to these rules for the improvement of the league as needed. It is expected as a coach that patience and positivity is used with all players.

1. All players are required to wear the league issued uniform. This includes: jersey, pants, and socks. Please note that uniforms are not to be altered in any way.
2. Absolutely no jewelry is to be worn during games.
3. Bats that are Girls Youth Softball Bats can be used during games.
4. Players are not allowed to wear metal spiked shoes until they reach the 15U division.
6. Each player will play a minimum of two innings, time permitting.
7. Bases will be at 60 feet.
8. In case of inclement weather, three (3) innings will constitute a complete game. In the event of lightning (no matter how far away it seems), you must get the girls off the field and wait 15 minutes before resuming the game. Games that do not get through 3 innings due to weather and are rescheduled will start over.
9. All girls present are to bat and teams are to use a continuous batting order. Teams must have at least 7 players to start a game. If a team has less than 7 eligible players by 5 minutes after game time, they will automatically forfeit the game and the opposing team will be awarded a victory. The game, with the consent of both managers, may still be played for fun, but the official result of the game will still be a forfeit. Coaches are encouraged to play these games for fun. If at any time during a game a team has less than 7 eligible players available to play, they will automatically forfeit the game.
10. Subs can only be used from teams within our league in your division or one division lower. They cannot pitch and must bat last in your order.
11. The game is 7 innings or 90 minutes, whichever comes first. If 90 minutes is reached and the home team has tied the game or taken the lead that is the final score. If the home team has not had a chance to end their at bats the score will be reverted to the last completed inning. Games should begin on time and an exact start time will be communicated to both managers by the umpire at the start of the game.
12. If there is a tie at the end of 7 innings or when time expires and the inning is complete, the game is recorded as a tie. No additional innings will be played to break the tie. This rule does not apply to tournament play.

13. The catcher must be crouched in the appropriate position behind home plate. The umpire has the authority to suggest the proper position to both the player as well as the coach if required for the player's safety. (N/A 9U Division)

14. Run Rule: If a team is leading an opponent by 15-runs or more after three innings, or 12-runs or more after four innings, the game will end with the leading team being declared the winner. If there is time left and both teams agree, the game may continue but the outcome of the game will not change.

15. All batters must use a helmet with a facemask. Chinstraps are optional.

16. A batter will be warned once for accidentally throwing their bat. The subsequent times the batter will be called out and all runners will be returned to their previous base. (N/A 9U Division)

17. All players on the field are to take a knee in the case of an injury to any player at the conclusion of the play.

18. The on-deck batter must be in the batter circle behind the batter. For example, on deck batters should be in the 3rd base circle for right handed batters.

19. All teams must pinch run for their catcher with 2 outs to put on catcher's gear. (Last out runs)

20. All base runners must slide at home IF there is a play at the plate. This is to avoid collisions at the plate. If the base runner does not slide, they can be called out. This is at the Umpires discretion. (12U & 15U only)

21. Runners leading off on a pitch must choose to advance the steal or return to their base once the pitcher has possession in the pitching circle.

22. Infielders including the catcher can not block the base path or obstruct the base runner unless they are in possession of the ball. Example: catcher must stand out of the base path until they have possession of the ball and then they can move into the base path to make a tag. This will be called interference and the base runner will be called safe.

23. If a pitcher hits 3 batters in a game they must be removed from pitching for the current and next inning. If 1 more batter is hit upon reentry, the pitcher will be removed for the game.

24. Coaches may visit the mound 1 time per pitcher per inning. A second visit requires the pitcher to be removed for the inning.

25. 16. No coaches are allowed beyond the chalked area of the 1st and 3rd base lines.

26. Players who deliberately throw equipment (i.e. bats, helmets or gloves) after one warning will be asked to leave the game. This is up to the umpire's discretion. (N/A 9U Division)

27. Unnecessary roughness or verbal bullying on or off the field will not be allowed or tolerated. Infractions may lead to penalties ranging from removal from the current game up to revocation of Player Contract without refund of any player fees.

28. Anyone causing a disruption of the game, for any reason, will be warned once. The second occurrence will require removal of the individual from the playing area immediately. If they refuse to leave the field or the playing area or they become belligerent, the game will be called and the opposing team will be credited with a victory by forfeit. The same process will be applied to any individuals who smoke or consume alcohol near the playing field. Any such incidents must be immediately reported to the Board for review, investigation and determination of disciplinary action. *NO EXCEPTIONS*

29. The consumption of alcohol, smoking or vaping are prohibited at all LCN Thunder practices and games.

30. Tournament seeding: Seeds are set based on Win Percentage at the end of the season. Tie breakers will be: 1. Head to Head Record 2. Runs Allowed during the season. There is no reason to run up the score of a game.

31. Tournament Rules:

- Teams will not start another inning after 80 minutes. When the umpires alarm goes off if the current inning has not ended, that will be the last inning. If the third out is recorded prior to the 80 minute alarm another inning will be played.
- Championship Games will be 5 innings in length. No time limits
- Games cannot end in a tie.
- In the case of ties, each team will start their next at bats with a runner on 2nd base. That runner will be the last out of the previous inning.
- No subs can be used in the tournament. Minimum 7 players to play.

2025 - 9U STANDARD RULES AND REGULATIONS

1. It is **mandatory** that players are rotated in every field position during the regular season. A player may not play the same position for more than 2 innings per game (rotation is not required for tournament play). This gives players an opportunity to learn the different fundamentals required for different positions,
2. Three outs ends a team's at-bat. However, if 3 outs are not obtained, additional batters may not bat after 5 runs have scored. Additional runs (above 5) may be scored with the same batter as the 5th run.
3. Coaches are to play 10 players in the field (6 infield / 4 outfield). The catcher position will be played by a player, however the catcher may stand next to or in front of a coach until the ball is hit into fair territory.
4. The player pitcher will stand on the side of the coach pitching until the ball is in play. The coach pitching must pitch from 35 feet.
5. 9U teams must work together to coach on the field. The batting team will need a pitcher as well as a 1st base and 3rd base coach. The fielding team will supply a catcher and two coaches in the outfield.
6. There are not umpires for 9U games. Coaches will work together to make calls. Catching coach calls fair or foul. Base coaches call plays at 1st and 3rd and Outfield coaches make calls at 2nd base. If there is any question coaches will ask other coaches for their viewpoint. All coaches are to remember its a 9U game, we expect an honest effort and willingness to concede on calls to prevent conflict that may impact the players experience.
7. Batters will be allowed five (5) pitches from the batting team's coach to put a ball in play. If a batter does not put a ball in play after five pitches, they will be out. Note: If the 5th pitch is hit foul the batter continues to bat until the batter swings and misses, hits the ball fair or does not swing at all.
8. Base runners may not leave base until the ball is hit into play.
9. The Infield Fly rule will not be followed.
10. Base runners get only one base unless the ball goes into the outfield. In this case the base runners may keep running, at their own risk, until the fielding team throws the ball into the infield. Once the ball lands in the infield or is possessed in the infield, the runners may not advance to another base. There will be no advancement on an overthrow
11. All fielders are required to wear face masks.

2025 - 12U STANDARD RULES AND REGULATIONS

1. Teams will play with three outfielders and the standard six player infield.
2. A pitcher removed from the pitching position can be put back in as a pitcher (not in the same inning).
3. No pitching balks will be called and batters cannot attempt to take first base on a dropped 3rd strike.
4. Pitchers will pitch from 40' and a pitching circle will be used with a diameter of 16'.
5. Courtesy runners will be used for the catchers with 2 outs, or an injured player. Runner must be the last out.
6. The infield fly rule will **not** be used
7. Teams must rotate field positions during each game.
8. If a batter is hit by a pitch, and the batter makes an attempt to get out of the way, the batter will be awarded 1st base. If the batter does not make an attempt to get out of the way, the pitch will be considered a ball and the batter will not be awarded a base. This call will be made by the umpire
9. Base runners may take a 3 step lead when the ball is released but cannot steal until the ball crosses the plate. Leaving early will result in the runner being called out. This is at the discretion of the umpire.
10. Stealing will be allowed. In the event of an overthrow during a steal play, the runner will only be allowed the base they were in the process of stealing. There is always only 1 base advancement on a steal.
11. An overthrow from the catcher to the pitcher after a pitch is a live ball.
12. A runner may only advance one base on an overthrow during regular game play. The defensive team may still attempt to throw the runner out at the next base. If overthrown again the baserunner cannot advance.
13. The batter may keep running, at their own risk, until the fielding team has possession inside the pitching circle. If a runner is in between bases, the runner may keep advancing to the upcoming base. If the infielder makes the play at the base and an overthrow occurs, the overthrow rule applies.
14. If a Batter is walked or hit by a pitch they can only take 1st base.
15. Three outs ends a team's at-bat. However, if 3 outs are not obtained, additional batters may not bat after 6 runs have scored. Additional runs (above 6) may be scored with the same batter as the 6th run.
16. Infielders are required to wear facemasks. All positions are encouraged to wear face masks.

2025 15U STANDARD RULES AND REGULATIONS

1. Teams will play with three outfielders and the standard six player infield
2. A pitcher removed from the pitching position can be put back in as a pitcher (not in the same inning).
3. No pitching balks will be called.
4. Pitchers will pitch from 43' and a pitching circle will be used with a diameter of 16'.
5. A courtesy runner will be allowed for the pitcher, catcher, or an injured player. Runner must be the last out.
6. The infield fly rule will be used at umpires discretion.
7. Stealing is allowed.
8. Play stops once the pitcher has possession of the ball in the Pitcher's Circle.
9. Runners must remain in contact with the bag until the pitcher has released the ball.
10. The umpire will not call a player out for missing a base unless the opposing pitcher appeals the call with coach assistance.
11. Three outs end a team's at-bat. However, if 3 outs are not obtained, additional batters may not bat after 6 runs have scored. Additional runs (above 6) may be scored with the same batter as the 8th run.
12. The Dropped 3rd Strike rule will be used. If 1st base is unoccupied, and a batter swings on strike 3 and the catcher drops the ball the batter can try to run to first. Catcher must throw her out to record the out, otherwise the batter is safe.
13. If a batter is hit by a pitch, and the batter makes an attempt to get out of the way, the batter will be awarded 1st base. If the batter does not make an attempt to get out of the way, the pitch will be considered a ball and the batter will not be awarded a base. This call will be made by the umpire.
14. Pitchers, 1st base and 3rd base are required to wear facemasks. All infield positions are encouraged to wear face masks.
15. A coach may only visit the pitcher's mound once per inning per pitcher or that pitcher must be removed.
16. If a batter is walked they may attempt to advance to 2nd. If the batter stops at first they cannot then decide to run to second.