



Lower Dauphin Baseball League Rules & Procedures

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ARTICLE V - THE LEAGUE

Section 1. The League shall be composed of those Associations who are representative of the townships and municipalities that compose the Lower Dauphin School District. Each Association shall enter teams in the Colt, Pony, and Midget levels and must provide playing fields for League play. Any deviations must be approved by a consensus vote of the founding Associations.

Section 2. The League shall be composed of the following communities and boundaries:

Conewago Township, Dauphin County
East Hanover Township, Dauphin County
Hummelstown Borough, Dauphin County
Londonderry Township, Dauphin County
South Hanover Township, Dauphin County

Section 3. The League boundaries of the Associations shall be determined by the geographic boundaries of the respective township or borough.

Section 4. Any player(s) desiring to play for a team in an Association other than that assigned in Section 2, Subpart a, must have the approval of the LDBL Youth League Committee. Such requests must be submitted in writing by the President of the assigned Association to the Youth League Committee prior to the opening of the regular playing season. All Waiver requests presented to the YLC must be accompanied by an agreement from the President of the Association to which the player will be moving, accepting that player into the new Association. Waiver requests may or may not be granted based on a vote by the Youth League Committee.

Section 5. Any player who changes residency from one League area to another during the playing year shall have the option of playing in either area. However, in the following years of eligibility, the player shall be eligible to play only in his resident area, except as defined, unless cleared to play elsewhere via Waiver. If a move occurs after the delivery of rosters to the Youth League Commissioner and during the regular season, a Waiver will be required for a player to change home Associations.

Section 6. Any player participating in the Lower Dauphin Baseball League shall not play in other baseball leagues. This is not a protest item. Players may be rostered to play on a team in another League providing it is not in the same age bracket. The rule is in affect for the length of the established League regular season play and/or post season play if said player makes a commitment to participate in post season activities.

Section 7. Any player participating in the LDBL, by submission of a signed registration form, agrees to compliance with Sections 1-6 of the By-Laws. This registration form must be signed by a parent or guardian before a child can participate in any Lower Dauphin Baseball League activities. Each Association will be responsible for the registration forms of their players.

Section 8. Any ineligible player on a roster will cost the offending team a forfeit of each game that the ineligible player participated in.

Section 9. There is no clause to prevent a child from a non-Lower Dauphin School District community from playing on a LDBL team. To be eligible, that player must submit a signed registration form and be included on a roster for the Association for which he will be playing.

Section 10. Any player currently playing for an affiliated Association may stay in that Association without going through the Waiver process.

Section 11. No Waiver is required by LDBL for Lower Dauphin School District residents who wish to play for a team outside of the League.

ARTICLE VI - THE TEAMS

Section 1. **Midget** team rosters will be composed of players between the ages of **10 through 12** years old with a maximum of 18 players per team. All players of league age 12 may be used as pitchers but the total number of innings pitched by 12 years olds is 12 innings in one calendar week based on two games per week. *The LDBL Youth League Committee can, under special circumstances, modify the pitching rule for all teams involved based on a majority vote.*

Subpart a. An additional 3 innings of 12 year-old pitching is allowed for each game over 2 scheduled in a calendar week.

Subpart b. No more than seven 12 year-olds can be carried on a team roster, except where approved by the Board of Directors. In the event a team has more than seven 12 year-olds rostered, only seven may be in the line-up at any given time.

Section 2. **Pony** team rosters will be composed of players between the ages of **8 through 10** years old with a maximum of 18 players per team. All players of league age 10 may be used as pitchers but the total number of innings pitched by 10 years olds is 12 innings in one calendar week based on two games per week. *The LDBL Youth League Committee can, under special circumstances, modify the pitching rule for all teams involved based on a majority vote.*

Subpart a. An additional 3 innings of 10 year-old pitching is allowed for each game over 2 scheduled in a calendar week.

Subpart b. No more than seven 10 year-olds can be carried on a team roster, except where approved by the Youth League Committee. In the event a team has more than seven 10 year-olds rostered, only seven may be in the line-up at any given time.

Section 3. **Colt** team rosters will be composed of players between the ages of **7 through 8** years old with a maximum of **18** players per team.

Section 4. A Minimum Play Rule is in effect for all Midget and Pony games. All Midget and Pony team members present for a regularly scheduled game shall play a minimum of 6 consecutive defensive outs and bat at least one time. All substitute players must be inserted into the line-up no later than the beginning of the 4th inning. If a Minimum Play Violation occurs, the player(s) involved must start the next scheduled game and play the minimum required time. In addition, the game in which the violation occurs is considered a forfeit by the offending team. (The Minimum Play Rule applies only for completed 6 inning games.)

Section 5. Starting players may return to the lineup as described in the Babe Ruth Re-Entry Rule 3.03. Midget or Pony team players that are not allowed to play for disciplinary reasons, sickness, or injury must be announced to the umpire and opposing head coach before the start of the game. If a player is injured during the game and all other legal substitutions have been exhausted, the team may use any available team member to fill that position. Disciplinary action during the course of the game must be reported immediately to the umpire and opposing coach.

Section 6. If a player arrives after the beginning of a game, the player's name shall be placed on the line-up card and he/she should be announced as eligible to the opposing coach and umpire. If the player arrives before the end of the 2nd inning, the Minimum Play Rule applies. If the player arrives after the completion of the 2nd inning, the Minimum Play Rule does not apply.

Section 7. Lower Dauphin Baseball League Associations shall employ a Drafting Procedure approved by the Youth League Committee. Our basic policy will be to encourage providing an opportunity for all registrants to participate fairly in League competition. It is also our general philosophy that each Association uses their Draft Procedure to produce a balance of competitiveness in each age bracket.

ARTICLE VII - THE PLAYERS

Section 1. League Age shall be defined as the age of the player as of April 30th of the current season.

Subpart a. League Age for Midget Play shall be 10 - 12 years of age.

Subpart b. League Age for Pony Play shall be 8 -10 years of age.

Subpart c. League Age for Colt Play shall be 7 - 8 years of age.

Section 2. Any changes to the established age brackets must approved by Youth League Committee.

Section 3. To avoid possible game forfeitures due to the lack of players caused by absence, injury, or disciplinary action, each team in the Colt, Pony, and Midget levels will be permitted to use a maximum of 4 players from a lower level. These players shall be designated as "Swing Players" and will be considered eligible players in both age brackets. Swing Player play will be governed by the following:

Subpart a. A Swing Player may NOT be used if there are 10 or more regular rostered players present for the game. If 9 or fewer regular rostered players are present, the Swing Player is eligible to play the entire game, but must bat last. If 9 regular rostered players are present, a Swing Player is limited to a maximum of 2 innings of play in the field. (Colts: substitute 10 for 9.) Minimum Play Rule does not apply. A Swing Player may NOT be called up to play if they have a regularly scheduled game in their designated age group on that same day and at that same time. A Swing Player must complete their regularly scheduled game prior to serving as a Swing Player. Exception: A Pony team may call up a Colt Swing Player, provided that player's team has a minimum of 8 available players, so that the Colt game can be played as scheduled.

Subpart b. All Pony players will be eligible to play up as Midget Swing Players.

Subpart c. All Colt players and 7 year-old T-Ball players will be eligible to play up as Pony Swing Players.

Subpart d. All 7-year-old T-Ball players will be eligible to play up as Colt Swing Players.

Subpart e. The opposing head coach and umpire should be notified prior to the start of the game of the intent to utilize Swing Players.

Subpart f. A Swing Player is only eligible to play for a team within the Association in which he is rostered.

Subpart g. A Swing Player may not pitch.

Section 4. Team rosters listing players names, addresses, birth dates, league age, and the name of one parent or guardian shall be in the possession of the Youth League Commissioner no later than one week prior to the first regularly scheduled game.

Section 5. Member Associations are responsible for certifying the birth dates on rosters by requiring players to show proof of age.

Section 6. Any additions or changes to a team roster must be made with approval of the member Associations and as voted on by the Youth League Committee no later than 24 hours prior to the first regularly scheduled game.

Section 7. Failure to provide the Youth League Commissioner with a team roster form shall cause such team to forfeit each game played while the required roster is outstanding. This is NOT a protest item.

Section 8. Each team member and coach must be covered by Insurance, including travel to and from games as well as during play.

ARTICLE VIII - EQUIPMENT and PLAYING FIELDS

Section I. The League will establish the official ball each year.

Section 2. Protective equipment that must be worn includes:

Subpart a. Batters and base runners must wear a batting helmet with earflaps. (Reference Babe Ruth Rule 1.16)

Subpart b. Catchers must wear appropriate shin guards, chest protector, head and face protection, and a cup. (Reference Babe Ruth Rule 1.16) A dangling throat protector is required, even if a hockey-style mask is used.

Subpart c. Batting vests are acceptable.

Subpart d. Face shields/helmets for pitchers are acceptable.

Section 3. The League will establish bat limits each year.

Subpart a. Only bats with the USA Bat marking are eligible for use in Midget, Pony, and Colt play. (Reference Babe Ruth Rule 1.10)

Subpart b. No penalty will be imposed on a player for using an illegal bat. If a bat is determined to be illegal, it should be removed from play by the umpire. Multiple offenses by the same player or team should be reported to the Youth League Commissioner, who will determine appropriate action.

Section 4. Each field used for Midget play shall be equipped with regulation 70-foot bases and a backstop. A minimum 6-foot canvas on the backstop immediately behind home plate is recommended. An outfield fence (minimum height of 48 inches) shall be located at least 180 feet from home plate.

Section 5. Each field used for Pony and Colt play shall be equipped with regulation 60-foot bases and a backstop. A minimum 6-foot canvas on the backstop immediately behind home plate is recommended. Fields used for Pony or Colt play do not require a fence, although one is highly recommended.

Section 6. Fields must be marked for foul lines and out-of-play areas.

Section 7. The home team shall provide 2 new League-approved baseballs for each home game. An approved non-new 2nd ball for Pony games may be used with umpire approval.

Section 8. Each home team must provide a first aid kit, including ice packs.

Section 9. Uniforms are not required, but it is suggested that players wear identical T-shirts and caps. There shall be no restriction on the color of batting gloves. Pitchers may not use sweatbands or long-sleeved, light-colored shirts. White shirts are not permitted for any team uniform.

ARTICLE IX-GENERAL PLAYING RULES - PONY and MIDGET

Section I. Midget and Pony play will be governed by the official Babe Ruth (Cal Ripken) playing rules except as specifically covered herein.

Section 2. Starting time for games is as follows:

Subpart a. Starting time on weekdays is 6:00 PM; weekends as agreed upon by both coaches. For Associations with fields equipped with lights, late games can be played if agreed upon by both coaches. Game played during the month of April may start at 5:30pm or 5:45pm to ensure the full game can be played before darkness.

Subpart b. The home team has the field for practice until 20 minutes prior to game time. The visiting team has the

field for practice until 5 minutes before game time.

Section 3. Length of games shall be 6 innings; game is official after 4 innings (3 ½ innings if the hometeam is ahead). The Chief Umpire shall decide if a game is to be halted due to weather or darkness. There is no time limit. The mercy rule is as follows: 15 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.

Subpart a. In the event that lightning is sighted, play will be stopped immediately, and all players and spectators will take shelter. Play may not resume until 15 minutes have passed since the most recent sighting. If a game is interrupted due to lightning, all other games being played at that location must be delayed as well.

Section 4. Every effort should be made to play the game. Forfeit, due to lack of players, will occur 15 minutes after the scheduled starting time.

Section 5. A legal game can begin as long as a team can field 8 players. If a 9th player comes after the game begins, this player must play and must be inserted at the beginning of the next half inning. If a team cannot field at least 8 players, the team will automatically forfeit the game. If a team is playing with 8 players, there is no automatic out for the ninth position in the batting order. Any team refusing to start a game with 8 players will automatically forfeit the game, after the 15-minute grace period.

Section 6. The home team has the authority to cancel a game due to bad weather or unplayable field conditions before the official game starting time. Should the home team cancel the game, the home team manager MUST notify the opposing coach in a timely fashion.

Section 7. A coach will be permitted to reschedule a game when a school function directly affects his players or field availability. Notification must be given 24 hours before the start of the game to the opposing coach. No other rescheduling for non-weather related reasons will be allowed. The penalty for not notifying the opposing coach will be a forfeit.

Section 8. All non-regulation games including ties, rainouts, etc., must be rescheduled within 14 days of the originally scheduled date. All games MUST be completed within the week following the completion of the season. The home team is responsible for rescheduling. If the game has not been played within the required time, the Youth League Committee may award a forfeit to either team after a formal review of circumstances. No forfeit can be awarded without the approval of a member of the Youth League Committee.

Section 9. Tie games: In the event an official game is tied when play is halted due to weather or darkness, the game shall be considered complete.

Section 10. Suspended games: If a game is suspended before it has become a regulation game, but after one or more innings have been played, it shall be resumed exactly where it left off. The batting order must remain the same or as close as possible depending on player availability, but the same pitcher does not have to pitch when the game is resumed, even if the pitcher has eligible innings left.

Section 11. Pitchers: No pitcher may throw more than 130 pitches per week in any calendar week (Sunday through Saturday). Pitchers must rest based on the number of pitches thrown in a game following the Cal Ripken pitch count chart below. Pitchers are not allowed to finish a batter if they reach their pitch limit. Each number of pitches is a hard stop.

| Age Level | Daily Max (Pitches in a game/day) | REST PERIOD | | | Weekly Maximum |
|-----------|---|-------------|-------|--------|-------------------|
| | | 0 days | 1 day | 2 days | Sunday-Saturday |
| Pony | 75 | 1-40 | 41-65 | 66+ | 120 |
| Midget | 85 | 1-40 | 41-65 | 66+ | 130 |

It will be the responsibility of the home team to monitor pitch count for both teams. A pitch count board should be positioned at the field where it is visible to both teams.

A player once removed as a pitcher cannot return to the game as a pitcher. Any team that violates the stated Pitching Rules will be charged with an automatic forfeit of the game.

If a pitcher hits 3 batters in a game he shall be removed for the remainder of the game. He may return to pitch the next game.

Section 12. Each team shall be required to keep a Pitchers Log as part of their game records. This pitching log can be kept through GameChanger. The Pitchers Log shall indicate date, name, age, innings pitched, and pitches thrown, by each pitcher and must be signed at the end of each game by the opposing coach or scorekeeper. The Pitchers Log shall be made available to the opposing coach upon request. Any coach who fails to maintain an up to date and accurate Pitchers Log should be reported to the Youth League Commissioner and is subject to disciplinary action.

Section 13. Balks will be called at the Midget level per Babe Ruth Rule 8.05. Each pitcher will be allowed one balk warning before penalties will be enforced. No balks will be called at the Pony level.

Section 14. Batting Order: A team may bat nine players, or any number up to the total number of players present for the game. The number of batters in the initial line-up may not change during the game, unless a player leaves the game due to injury or ejection. If a team is batting all of its players, the missing player's spot in the order will be skipped. An automatic out will be recorded for ejected players, but not for injured players. All rostered players must still play a field position for a minimum of six consecutive outs, in compliance with the Minimum Play Rule.

Section 15. Coaches: Either adult coaches or player coaches may be used as base coaches. Only one adult coach is permitted to officially call time and discuss matters with the Chief Umpire. No coach may enter the playing field before calling a time out and the umpire acknowledging the coach and granting the time out. Any violation of this rule results in a warning for the first offense and an ejection for the second offense. *The only exception to this rule is for an injury to a player, coach, or umpire.*

Section 16. Stealing: Pony players may begin stealing at the beginning of the season. Base runners may not leave their occupied base until after the pitched ball reaches home plate. Reference Cal Ripken Special Base Running Rule (page 13) to determine the penalty to the runner when leaving the base early.

The following rules will govern stealing at the Pony level:

- No runner may advance beyond the base stolen until the next pitch is thrown. Even in the event of a mishandled or overthrown ball, he must remain at the base stolen, whether or not the ball leaves the field of play.
- No stealing of home plate will be permitted, nor may any runner score from third as a result of an overthrow during a steal situation or pick-off attempt.
- Any team with a lead of 10 runs or more cannot continue advancing runners. This means runners cannot steal or advance the base on a passed ball.
- There are no delayed steals and runners are not allowed to advance a base on an overthrow back to the pitcher.

The following rules will govern stealing at the Midget level:

- Any team with a lead of 10 runs or more cannot continue advancing runners. This means runners cannot steal or advance the base on a passed ball.
- There are no delayed steals allowed.

Section 17. Sliding: Any runner is out when the runner does not slide or avoid contact with a fielder who has the ball and is waiting to make a tag. A runner may not jump over a defensive player in an attempt to avoid a tag. It

is a judgment call by the umpire and it is recommended that before each game the two teams discuss this with the umpire. No head first sliding is allowed unless returning to a base on a throw to that base.

Section 18. A Courtesy Runner will be allowed for the pitcher and catcher at any time during the game, provided time is called and the umpire and opposing coach are notified. The Courtesy Runner must be a player who is not in the game at that time, and the pitcher and catcher are determined based upon what position they were playing during the last batter of their last defensive inning. If a team is batting all of its players, then the only player who may be used as a Courtesy Runner is the one who recorded the last batted out. Using a player as a Courtesy Runner does not fulfill any of the Minimum Play Rule requirements. The same player cannot be used as a Courtesy Runner more than one time per inning.

Section 19. The mercy rule is as follows: 15 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.

Section 20. The first five innings of the Pony game will be limited to 5 runs or 3 outs per inning. The sixth inning allows unlimited runs until 3 outs are achieved or until the home team goes ahead during their half of the sixth inning. Unlimited scoring is allowed for Midget play until 3 outs are achieved. The game ends in the 2nd half of the 6th if the home team goes ahead.

Section 21. The home team will be the official score keeper and must have someone keeping score. *Score books must be kept correctly.* Game results should be reported within 48 hours after each game to your Association's score liaison, who will post them on the website (<http://www.ldbaseball.com>).

Section 22. Only team members (those on the roster), bat boy, scorekeeper and coaches will be permitted in or around the bench or dugout area.

Section 23. The Infield Fly Rule will NOT be enforced for Pony ball. The runners may advance at their own risk and the batter is not automatically out if the ball is dropped.

Section 24. Players at the Pony level are only able to advance 1 base on an overthrow. (Example – A player is running to 2nd base and there is an overthrow. The runner is allowed to move forward one base to third base but may not advance any further.)

Section 25. At the Midget level if the batter is issued a walk he is not allowed to advance past first base until the next pitch is thrown.

ARTICLE X - GENERAL PLAYING RULES - COLT

Section 1. Colt is intended to provide instruction and an opportunity to develop baseball skills, including pitching, in a less competitive environment than Pony. Colt play will be governed by the rules for Pony, except as specifically covered herein. The major differences between Colt and Pony play are:

- Coaches serve as umpire. Teams are allowed 4 outfielders.
- All players are in the batting order the entire game.
- There is no base on balls allowed. The coach takes over as pitcher after 4 balls or a hit batter when a kid is pitching. The first 4 innings of the game will consist of machine/coach pitching.

Section 2. Games: The Home Team will be official score keeper. No league standings will be maintained. Postponed or suspended games do not need to be finished or replayed.

Section 3. Players: There will be 10 players on the field with 4 defensive outfielders. A team must field at least 8 players. No player will be allowed to play the same position for more than 3 innings in a game. Each player must play at least six outs in the field.

Section 4. Batters: All players who report to a game must be in the batting order throughout the entire game. Each player will take their turn at bat whether or not they are in the field during the inning of the at-bat. Players arriving after the start of the game will be placed at the bottom of the batting order. As in Pony, there is a 5-run limit per inning for the first 5 innings. Throwing the bat is an automatic out, the ball is dead, and no runners may advance. No bunting is allowed. There is no base on balls. There is no Infield Fly Rule. The runners may advance at their own risk and the batter is not automatically out if the ball is dropped.

Section 5. Base Running: No stealing or leading is permitted. Runners may only advance on a batted ball. Base runners must slide on a close play to avoid collision.

Section 6. On balls hit to the outfield, play stops when the ball is returned to the infield. The ball is considered to be in the infield when it crosses the base path. On balls hit to the infield, play stops when, after the initial play, the ball is thrown toward the pitcher.

Section 7. Overthrows: On overthrows out of the playing area, the base runner is permitted only one base, at the risk of being thrown out. Overthrows that remain in the field of play are live except for overthrows to the pitcher made in an attempt to stop the play. In this instance, runners will be awarded the base to which they were running, provided that they were more than half way to the base when the throw was made. Play stops when the ball is thrown to/toward the pitcher.

Section 8. Player Pitching: Player pitching will take place during the last 2 innings of a 6 inning game. The first 4 innings will consist of coach/machine pitch. No player may pitch more than 6 innings in any week. Any one player may pitch a maximum of 2 innings per game. These must be consecutive. One pitch constitutes an inning pitched. When the pitcher reaches 4 balls in the count, the coach of the team at bat will finish pitching to the player at bat. The batter will carry over strikes when the coach pitches and the coach will continue to call balls/strikes during the remainder of the at bat. If a batter is hit, the coach will finish the at-bat. If a pitcher hits 2 players in the same inning, the coach will finish that inning and the pitcher will not be allowed to pitch any more in that game. Pitching will be done from 42 feet.

Section 9. Machine Pitching: The first 4 innings of the game will consist of pitching from a machine. There will be no walks. Each batter will receive 6 pitches before they are determined to be out. The machine settings should be set to 3, 3, 3 to ensure the same accuracy and velocity throughout the season.

Section 10. Interference: Base runners interfering with the fielding of a ball will be called out. A play can still be made on the batter or other runners. Being hit by a batted ball or running into a fielder trying to field a ball is considered interference on the part of the runner.

A fielder interfering with a base runner results in awarding the base runner the base to which he is running. Fielders making a play on a batted ball are entitled to the position and runners must avoid them. Catcher's Interference - batter is awarded first base, forced runners advance.

Section 11. Umpires: A coach from the batting team will call balls and strikes from behind the pitcher. The strike zone will include the vertical distance between the batter's knees and shoulders standing up-right, and the horizontal distance of the black borders of the plate. If any part of the ball contacts the above zone, the pitch is a strike. Coaches at 1st and 3rd base call plays at their respective bases. Runners get the benefit of the doubt. The coach umpiring from the mound will call plays at Home and 2nd base.

Section 12. Batted balls touching a coach are dead balls. The pitch doesn't count, no plays may be made, and no runners may advance (i.e. the pitch never happened). Coaches should try to get out of the way of a batted ball and refrain from playing it except for self-preservation or the protection of the player fielding the pitcher's position.

ARTICLE XI - GENERAL PLAYING RULES – TBALL

Section 1. Tball is intended to provide instruction and an opportunity to young children to develop baseball skills.

Section 2. Tball games should be kept to under 1 hour and 15 minutes.

Section 3. Coaches must bat their entire lineup. Every inning you will bat through your entire lineup. When the last batter puts the ball in play they will run all the way to home to clear the bases. There are no strikeouts and no outs at this level.

Section 4. Use of the tee instead of pitching is required to start the season to keep games moving. Machine pitch will happen at the Colts level.

Section 5. Kids may only advance one base on every ball put in play. (For example: If a child hits the ball passed the outfielder, they must stop on first base). The only time a runner may advance more than one base at a time is when the last batter puts the ball in play.

Section 6. Every player on a team should play in the field. There are no limitation on the number of fielders you may have.

ARTICLE XII - POST SEASON

Section I. All Midget and Pony teams will participate in a single elimination play-off tournament. If, there are an uneven amount of teams in a division (Pony or Midget), top seeds will receive a bye so that there are an even amount of games in the second round of playoffs.

Playoff Tournament Examples #1:

- There are 8 teams in a division. Teams will receive a seed #1-#8 based on the criteria below
- Seed #1 vs. Seed #8, Seed #2 vs. Seed #7, Seed #3 vs. Seed #6, Seed #4 vs. Seed #5

Playoff Tournament Example #2 (uneven amount of teams)

- There are 9 teams in a division. Teams will receive a seed #1-#9 based on the criteria below.
- Seed #1 through Seed #3 will receive a first round bye
- Seed #4 vs. Seed #9, Seed #5 vs. Seed #8, Seed #6 vs. Seed #7
- The #1 seed would then play the winner of Seed #6 vs. Seed #7
- The #2 seed would then play the winner of Seed #5, vs. Seed #8
- The #3 seed would then play the winner of Seed #4 vs. Seed #9

Section 2. Play-off seeding is determined based on regular season order of finish. The following progression will be used to determine seeding of teams which are tied at the end of the regular season. If more than two teams are involved in a tie, this still applies. It should be noted that moving down the progression may eliminate a team (from a three or more team tie), and that you continue down the list until all teams are seeded.

1. Most Wins.
2. Head-to-head record during regular season.

Note -- In ties involving three or more teams, this becomes head-to-head-to-head, etc. In other words, the winning percentage of each team versus all teams involved in the tie is what is used. Example using a three team tie:

- During the season Team A had 1 win and 1 loss against Team B and 1 loss to Team C
- Team B had 1 win and 1 loss against Team A and 1 win against Team C
- Team A has a winning percentage of 0.333
- Team B has a winning percentage of 0.667
- Team C has a winning percentage of 0.500
- Team B is the highest seed

- Team C is the middle seed
 - Team A is the lowest seed
3. Runs For
 4. Runs Against

Section 3. If teams have not played an equal number of games, then a point system will be used to determine seeding. 2 points will be awarded for each win, 1 point for each tie, 0 points for each loss, and -1 point for each game not played.

Section 4. The higher seeded team is always the home team for each game, regardless of where the game is played. The only exception is that the championship game will be played at a neutral site.

Section 5. For play-offs, the home team has the choice of bench side prior to warm ups, gets the field for warm up from 5:15 to 5:35, and bats last during the game. For play-offs, the away team gets the bench side not chosen by the home team, gets the field for warm up from 5:35 to 5:55, and bats first during the game. Neither team should be on the playing field prior to 5:15. If they choose, the teams can practice earlier on adjoining fields or open space near the field to be used for the play-off game.

ARTICLE XIII-PLAYER, COACH, SPECTATOR CONDUCT

Section 1. Players and coaches using profanity will be removed from the game by the umpire. Exceptional sportsmanship is expected from those individuals associated with the LDBL.

Section 2. Players and coaches using a harsh approach to an umpire will be immediately warned by the umpire. For a 2nd offense, the offending person will be removed from the game.

Section 3. If spectators cause a disturbance or continuously harass any individual at the field, it will be the responsibility of both head coaches to control such conduct. It will be the home team head coach's responsibility to call the police if conduct cannot be controlled or the offending party will not cooperate with the coaches.

Section 4. Any intentional harm to any player, coach, or umpire will be prosecuted to the full extent of the law with full support of the LDBL.

Section 5. A coach being ejected from a game MAY be subjected to a one game suspension. This will be decided after the incident has been investigated. A second ejection in the same year MAY carry a one-year suspension as a coach within the LDBL from the time of the second ejection. This decision will be made post investigation.

Section 6. Any player removed from a game by an umpire will be given a written warning for the offense from the League. Any further infractions by the same player will cause that player to be suspended for the balance of the season (regular and post season play). The home Association is responsible for administering the penalty.

Section 7. Tobacco products may not be used on the playing field, bench, or dugout areas.

Section 8. No alcoholic beverages are permitted on the field areas.

Section 9. Any coach that knowingly breaks the Babe Ruth or Lower Dauphin Baseball League Rules to gain an advantage may be permanently suspended from coaching in the LDBL. Decision will be made based on appropriate investigation. This is a very serious offense. Behavior of this sort will not be tolerated. The LDBL wants only those coaches with the highest levels of sportsmanship and game ethics.

ARTICLE XIV- UMPIRES

Section I. Paid umpires are to be used at the Midget and Pony level (if possible). Umpires will be paid prior to the start of the game, a fee to be determined annually by each member Association.

Section 2. The home team, or a commissioner as established by the League, will be responsible for scheduling an umpire for all home games. If for any reason the umpire fails to show up for a game, the home team may furnish an umpire from the stands as approved by the opposing coach. If no one can decide, or no one is available, then the home team's head coach will call for the visiting team and the visiting team's head coach will call for the home team. If coaches are used as the umpire, they shall refrain from talking to the pitcher, other than for relaying the count or calling illegal pitches.

Section 3. An umpire has the authority to disqualify any player or coach for objecting to decision concerning unsportsmanlike conduct or language and to eject them from the playing field.

Section 4. If there is only one umpire, they will have total jurisdiction of the game. If there is more than one umpire, then one shall be designated the Umpire in Chief and the other as the field umpire.

Section 5. No scheduled umpire should be replaced during a game unless they become injured or cannot continue.

Section 6. The umpire may make rulings on calls not covered within our By-Laws based on the current rules of baseball. Babe Ruth Rules may be used as a basis to these rulings, but not necessarily the rule. Common sense should prevail in any judgment that is not covered within the LDBL Rules & Procedures document or Babe Ruth Rules.

ARTICLE XVI - PROTEST PROCEDURE

Section I. The aim of the Lower Dauphin Baseball League is to provide a baseball game that is both enjoyable and instructional for all the youngsters involved. The coaches and umpires should do their utmost to see that each game is properly played according to all existing rules and regulations. Any disagreements regarding these rules and regulations should be resolved at the game site and preferably at the time of the questioned infraction. However, if an infraction cannot be resolved, the following procedure shall be followed:

Section 2. The protesting coach must notify the home plate umpire immediately upon discovering the infraction. The umpire will then notify the opposing coach that the game is being played under protest.

Section 3. The coach registering the complaint must verbally notify a Youth League Committee Member within 24 hours of game completion. Failure to make this action will nullify any protest action. A written protest shall be filed on the supplied protest form with the Youth League Commissioner by the protesting coach within three (3) days of the protested action. Failure to make this written notification will nullify any protest action. The protesting coach should also supply the plate umpire with the same form for submission to the Youth League Commissioner. Refusal of the umpire to do this does NOT nullify the protest action.

Section 4. Once the Youth League Commissioner receives the form, the opposing team's coach will be notified by the Youth League Commissioner IF it is necessary to submit a protest form within three (3) days. Failure to submit this statement within the allowed three (3) days shall be considered NOT CONTESTING THE PROTEST. The protest shall be ruled in favor of the protesting coach. If a decision is clear cut, the Youth League Commissioner may base his decision on the initial form and not require a secondary submission.

Section 5. The members of the Youth League Committee shall rule upon the protest as follows: (I) No protest allowed because protest is based on umpire's judgment call; (2) Protest allowed with the protest facts submitted to the Youth League Committee. All members except the Youth League Commissioner will vote. The Youth League Commissioner shall only vote to break a tie. Both coaches will be notified of the YLC's decision. The decision will be considered final.