



LIONVILLE YOUTH ASSOCIATION BASEBALL RULES for:

- **Tee-Ball (Age 4-5)**
- **Rookies (Age 6-7)**
- **Minors (Age 8-9)**
- **Majors (Age 10-11)**
- **Intermediate (Age 12-13)**



**Rules developed and implemented by the
LYA Baseball Committee**



LIONVILLE YOUTH ASSOCIATION

LITTLE LEAGUE BASEBALL

League: T-Ball
Typical Ages: 4-5

STATEMENT OF PRINCIPLES

The T-Ball league is an instructional league to introduce the players to the game of baseball. The primary objective is for the players to **HAVE FUN** in a safe manner and to complete the season having learned good sportsmanship and the fundamentals of play.

Safety

T-Ball is required to comply with all aspects of the LYA Safety Manual. Extra emphasis and relevance should be placed on these items:

- Batters *MUST* wear a helmet at all times. Base runners *MUST* wear a helmet at all times.
- Only the batter may be holding a bat
- Base runners may not slide.
- Reduced Injury Factor 1 (RIF) baseballs will be used at all practices and games.

RULES OF PLAY

Rules for this League follow the Rules Described in the Little League Handbook for T-Ball through Minors with exception to LYA specific rules outlined below. LYA specific rules take precedence over Little League Handbook.

1. Games will be 60 minutes in length regardless of the number of innings
2. Each team will provide a game ball at each game.
3. Scores will not be kept and there will be no standings.
4. A half-inning consists of 3 outs or 5 runs, whichever comes first.
5. All players that are present will play defensively in the field. 6 players for the infield and all remaining will be outfielders. Outfielders will play at least 10 feet behind the infielders.
6. Each team must field a minimum of 8 players for a game. In order to be able to complete a game, coaches will “borrow” a player from the opposing team. However, the “borrowed” player remains part of his/her standard batting rotation and bats for his/her own team.

7. **Recommended positioning of coaches for batting team:**
 - 1st base coach
 - 3rd base coach
 - Equipment coach (helmets, bats)
 - Bench coach (Players not at bat must remain seated on the bench)
8. **Recommended positioning of coaches for fielding team:**
 - recommended: Left center field
 - recommended: Right center field

Be careful to not overload the field with too many coaches and coaches are encouraged to help/coach both teams at the game.

9. **All players hit from a batting tee.**
10. **Coaches and players do not pitch. Play will begin when the pitcher goes through the motion of pitching the ball. At that time, the batter may strike the ball off of the tee. This allows all field players to get into “ready” positions to field the ball.**
11. **There are no strike-outs. Players continue to swing at the ball until a fair ball is hit.**
12. **There are no walks.**
13. **A batted ball that hits any adult in fair territory during play is in play. Adults should make all possible attempts to avoid interfering with the fielders or play. However, the coaches should protect the fielders from injury from a line drive or other well-struck ball that looks like it will injure them.**
14. **The batting order must include all players present. The batting order should be set once and not changed the rest of the season. It is recommended that the players’ numbers be used as the batting order, which would simplify the process for both the players and the coaches. Every player will bat in order regardless of whether or not they are fielding. The player who was the next one to bat at the conclusion of the last game becomes the lead-off batter in the next game.**
15. **Base runners may not steal bases.**
16. **There is NO ADVANCEMENT allowed on any overthrow in fair or foul territory.**
17. **Base coaches should explain game situations to runners.**
18. **Runners may advance only one base on a hit. In the event a fly ball is hit over the outfielders’ heads, the batter and runners may advance no more than two bases, and they do so at their own risk (i.e., they can be tagged out by the fielding team).**
19. **All close plays are called in favor of the fielding team.**
20. **There are no umpires. Coaches will umpire the games.**

21. Players must be rotated between all positions. All players must play the infield and outfield with a difference totaling no greater than 1 inning. Players will not play any one position for more than six (6) consecutive outs. It is recommended to keep a chart of players and the innings they have played each position to ensure equal playing time at all positions.

Modifications

At the start of each season, the coaches and commissioner may collectively decide to slightly modify these rules to accommodate a particular situation that season or for experimentation. Those modifications will get attached to these standard rules for the season only. If any of those rules are to be adopted into the official rules it requires approval by the Baseball Committee.





LIONVILLE YOUTH ASSOCIATION

LITTLE LEAGUE BASEBALL

League: Rookies
Typical Ages: 6-7

STATEMENT OF PRINCIPLES

The Rookie league is an instructional league for the players to improve their baseball skills. The primary objective is for the players to **HAVE FUN** in a safe manner and to complete the season having learned good sportsmanship and improved fundamentals.

Safety

Rookies is required to comply with all aspects of the LYA Safety Manual. Extra emphasis and relevance should be placed on these items:

- Batters ***MUST*** wear a helmet at all times. Base runners ***MUST*** wear a helmet at all times.
- Only the batter may be holding a bat
- Base runners may not slide.
- Catchers must wear all catching equipment in order to play the position. This includes a protective cup and throat protector on the mask.
- Reduced Injury Factor 5 (RIF) baseballs will be used at all practices and games.

RULES OF PLAY

Rules for this League follow the Rules Described in the Little League Handbook for T-Ball through Minors with exception to LYA specific rules outlined below. LYA specific rules take precedence over Little League Handbook.

1. Games will be 90 minutes in length regardless of the number of innings
2. Each team will provide a game ball at each game.
3. Scores will not be kept and there will be no standings.
4. A half-inning consists of 3 outs or 5 runs, whichever comes first.
5. The maximum number of players in the field at one time is 10 (utilize 4-outfielders). Outfielders will play at least 10 feet behind the infielders.
6. Each team must field a minimum of 8 players for a game. In order to be able to complete a game, coaches will “borrow” a player from the opposing team. However, the “borrowed” player remains part of his/her standard batting rotation and bats for his/her own team.

7. A max of 4 coaches may be used for batting team:

- 1st base coach
- 3rd base coach
- Pitcher
- Bench coach

8. A max of 2 coaches in the field for fielding team:

- recommended: Left center field
- recommended: Right center field

Coaches are encouraged to help/coach both teams at the game.

9. Coaches pitch to their own team for two innings and machine pitch for remainder of game

10. A batting tee will be used after a player swings and has three strikes by swinging at pitches from a coach. Strikes are defined in the Little League green book, except non-swinging strikes are not counted and a foul tip shall not count as a third strike.

11. There are no strike-outs. Players continue to swing at the ball until a fair ball is hit.

12. There are no walks.

13. A batted ball that hits any adult in fair territory during play is in play. Adults should make all possible attempts to avoid interfering with the fielders or play. However, the coaches should protect the fielders from injury from a line drive or other well-struck ball that looks like it will injure them.

14. The batting order must include all players present. The batting order should be set once and not changed the rest of the season. It is recommended that the players' numbers be used as the batting order, which would simplify the process for both the players and the coaches. Every player will bat in order regardless of whether or not they are fielding. The player who was the next one to bat at the conclusion of the last game becomes the lead-off batter in the next game.

15. Base runners may not steal bases.

16. There is NO ADVANCEMENT allowed on any overthrow in fair or foul territory.

17. Base coaches should explain game situations to runners.

18. Batters may stretch a hit to double if it leaves the infield and runners can advance two bases from their base of origin at their own risk (i.e., they can be tagged out by the fielding team).

19. All close plays are called in favor of the fielding team.

20. There are no umpires. Coaches will umpire the games.

21. Players must be rotated between all positions. All players must play the infield and outfield with a difference totaling no greater than 1 inning. Players will not play any one position for more than six (6) consecutive outs. It is recommended to keep a chart of players and the innings they have played each position to ensure equal playing time at all positions.

Modifications

At the start of each season, the coaches and commissioner may collectively decide to slightly modify these rules to accommodate a particular situation that season or for experimentation. Those modifications will get attached to these standard rules for the season only. If any of those rules are to be adopted into the official rules it requires approval by the Baseball Committee.





LIONVILLE YOUTH ASSOCIATION

LITTLE LEAGUE BASEBALL

League: Minors
Typical Ages: 8-9

STATEMENT OF PRINCIPLES

The Minor League is an instruction league. As such, the main objectives are:

- Teach each participant as much about baseball as possible
- Promote good sportsmanship
- Have Fun

The competitive aspect of the game is a secondary consideration. Although scores are kept and winners and losers of each game are declared, winning is NOT the primary purpose of this league. Decisions made by coaches should enhance the learning aspect of the game, even though it may lower a team's chances of winning. In keeping with this philosophy, all players, coaches, parents and umpires are expected to be supportive of each other at all times. Coaches, players and parents can be told to leave the field area if they are found to be non-supportive.

Safety

Minors is required to comply with all aspects of the LYA Safety Manual. Extra emphasis and relevance should be placed on these items:

- Batters *MUST* wear a helmet at all times. Base runners *MUST* wear a helmet at all times. If a player is coaching a base they *MUST* wear a helmet at all times.
- Only the batter may be holding a bat
- Catchers must wear all catching equipment in order to play the position. This includes a protective cup and throat protector on the mask.
- Reduced Injury Factor 10 (RIF) baseballs will be used at all practices and games.
- Coaches who elect to warm up pitchers do so at their own risk.
- No minor aged persons that are not rostered players are allowed in the dugout during games
- Coaches are to review the Batting Cage Rules in the Safety Manual.

RULES OF PLAY

Rules for this League follow the Rules Described in the Little League Handbook for T-Ball through Minors with exception to LYA specific rules outlined below. LYA specific rules take precedence over Little League Handbook.

1. Games will be 6 innings in length. During innings 1 through 5, the half-inning will end after the 5th run crosses home plate or after the 3rd out, whichever comes first. There is no limit to the number of runs that may be scored in the 6th inning. There are no extra-

inning games during the regular season. If the score is tied after 6 innings, the game will be recorded as a tie. During the playoffs, extra innings are allowed to determine a winner.

2. The coaches and umpire will monitor the time as the game approaches the later innings. A game is considered official after the fourth inning and each player has batted at least once. Games are meant to be played within a two-hour time limit and no new inning can be started after 1:40 of playing time. The umpire may call the game for darkness at his discretion even if a new inning has started. If called for darkness the result of the game will revert back to the last played home half inning.
3. Umpire(s) will be provided for regular season and playoff games
4. Outfielders will play at least 15 feet behind where the infield meets the grass.
5. Competition will be introduced at this age level by keeping score during each game. League standings may be kept, however; play-off opponents may not be determined by win/loss records. Play-offs are intended to be run tournament style so if not able to be accommodated then opponents could be drawn randomly.
6. An adult base coach may be used only if an adult is available to remain in the dugout.
7. Players will pitch throughout the regular season. An umpire will call balls and strikes throughout the game.
8. A pitcher is allowed four (4) walks per inning. After the fourth walk, the pitcher must be automatically removed and is not permitted to pitch for the rest of the game. The new pitcher is allowed a total of five (5) warm-up tosses.
9. No coach should ever instruct a pitcher to intentionally walk a batter.
10. Coaches are encouraged to give pitching opportunities to all the players on their teams who have expressed a desire to pitch. Once a player leaves the game as pitcher, the player may not return as a pitcher again during that game. Every player who is interested in pitching must pitch a minimum of six (6) outs, or eight (8) walks during the regular season. Coaches should plan for their players to only pitch 2 innings per game and no player may pitch more than 3 innings per game. No player, regardless of age, may throw more than 50 pitches in one day - following Little League rules for players 8 years and under. Resting days for pitchers must be followed according to Little League rules.

Coaches will be required to maintain a pitching log to record each player's pitching experience. Coaches will be expected to produce the up-to-date pitching log upon request from a Lionville Little League official (Minor Commissioner, Lionville Little League President or Vice President.)

11. A Coach may visit with a pitcher on the mound. After the second visit of that player, the pitcher will be removed.

12. Batters may not bunt

13. The strike zone is from the batter's arm pits to the bottom of the batter's knees and 3" to 5" inside or outside the plate. Umpires will be instructed to call this liberal strike zone. Batters must be encouraged to swing at pitches and may not be instructed to let pitchers walk them.

14. The batter is considered "out" after a third strike, even if the third strike is dropped or misplayed by the catcher. There is no potential advancement to first base by the batter after a dropped third strike. Other runners may advance in accordance with league rules.

15. A constant batting rotation will be used for the entire season. All players will remain in the batting order even when they are not playing defensively. The player who was the next one to bat at the conclusion of the last game becomes the leadoff batter in the next game.

16. Base Runners may not lead. A runner may not leave a base until the pitched ball is past home plate. If a runner leaves base early on a steal attempt, the runner must return to the original base. If a runner leaves early on a steal attempt and is thrown out, the out counts. If a runner leaves early and the batter gets a hit, all runners may advance only as far as they are forced by the batter; extra bases cannot be taken as a result of the early leave.

17. Any advance of a base runner other than that initiated by a hit, a walk, hit-by-pitch or catcher's interference is a steal. Each team is allowed only 3 steal movements (wild pitch, passed ball, stolen base or overthrow) per inning. If 2 or 3 runners advance on the same play, it is considered 1 movement. Each runner is allowed to advance only 1 base on a steal movement.

18. In the interest of generating offense to score runs only one steal home PER GAME will be permitted. If a runner advances home after already plating the one home steal then it should be agreed the runner will be sent back to third and play continues.

19. The infield fly rule does not apply. All fly balls must be caught in order to record an out.

20. In a close defensive play on the field (i.e., a tag or force at 2nd, 3rd or home), the runner must slide into the base. In this situation, if the runner does not slide, or slides into the fielder with excessive force, the runner will be called out. A play will be considered "close" if the fielder: a) has the ball, or b) is about to receive the ball, and is in a position to make the play. Sliding head first is prohibited, except when a runner is returning to a base. In all other cases, the runner will be called out if a head first slide is attempted.

21. Each player will play a minimum of three (3) innings of defense in each game. All players will be rotated between infield and outfield positions in each game. Players

should not sit for more than (6) consecutive outs. There should not be a difference of more than (1) inning between the greatest number of innings sat by a player and the least number of innings sat by a player.

22. Games shortened due to weather or darkness are complete after 3 innings of play during the regular season and 4 innings during the playoffs. Every attempt must be made to make up games that are cancelled.

Playoffs

The playoffs will begin following the regular season and will include all teams. The Playoffs will follow a single elimination format.

Playoff format is subject to change due to weather or timing of the end of the season.

All-Star Game

Arrangements should be made, if possible, to play an "All-Star" Game. Commissioner and coaches should decide the format of selecting players for the All-Star Game and the Teams. The game is typically held on Memorial Day.

District Tournament

The manager and coaches of the District Tournament team(s) are selected by the Commissioner of the Minor League Coaches and the LYA Little League President, based on a poll of the managers, and assistant coaches. The Commissioner and the LYA Little League President make decisions based on this input, coaching ability, teaching ability, team chemistry, motivational skills, organizational skills and knowledge of Little League baseball. Team standings are not a factor in the decision-making process. All regular season coaches that are interested in tournament coaching must notify their League Commissioner by May 1 of the current season.

Rosters for the district tournament team are subject to the final approval of the Commissioner and President of Baseball. Outside of special circumstance every effort should be made to roster a minimum of 11 players.

Modifications

At the start of each season, the coaches and commissioner may collectively decide to slightly modify these rules to accommodate a particular situation that season or for experimentation. Those modifications will get attached to these standard rules for the season only. If any of those rules are to be adopted into the official rules it requires approval by the Baseball Committee.



LIONVILLE YOUTH ASSOCIATION

LITTLE LEAGUE BASEBALL

League: Majors

Typical Ages: 10-11

STATEMENT OF PRINCIPLES

The Major League is an instruction league. As such, the main objectives are:

- Teach each participant as much about baseball as possible
- Promote good sportsmanship
- Have Fun

The competitive aspect of the game is a secondary consideration. Although scores are kept and winners and losers of each game are declared, winning is NOT the primary purpose of this league. Decisions made by coaches should enhance the learning aspect of the game, even though it may lower a team's chances of winning. In keeping with this philosophy, all players, coaches, parents and umpires are expected to be supportive of each other at all times. Coaches, players and parents can be told to leave the field area if they are found to be non-supportive.

Safety

Majors is required to comply with all aspects of the LYA Safety Manual. Extra emphasis and relevance should be placed on these items:

- Batters *MUST* wear a helmet at all times. Base runners *MUST* wear a helmet at all times. If a player is coaching a base they *MUST* wear a helmet at all times.
- Only the batter may be holding a bat
- Catchers must wear all catching equipment in order to play the position. This includes a protective cup and throat protector on the mask.
- Coaches who elect to warm up pitchers do so at their own risk.
- No minor aged persons that are not rostered players are allowed in the dugout during games
- Coaches are to review the Batting Cage Rules in the Safety Manual.

Team Formation

The entire league is redrafted each year in order to achieve a fair distribution of players. All eligible players wishing to play in the Majors participate in an evaluation that gives the coaches an opportunity to observe hitting, fielding, throwing, pitching and catching skills. Each team will generally consist of 10-13 players depending on the quantity of players/teams that year. The number of teams and number of players per team are determined by the Major League Commissioner in a manner consistent with Little League guidelines. If any players participating in the evaluation are not selected for a team in the Majors they will be assigned to a team in the Minors program.

Coaches

After the completion of registration, the Majors Commissioner will present a list of potential coaches to the Little League President, who has final approval on the appointment of coaches. The Commissioner must not promise a team to any potential coaches since the Little League President is not bound by such an arrangement and the possibility exists that the potential coach may not receive the President's approval.

All coaches have the responsibility to demonstrate good sportsmanship and be in control of their emotions in accordance with the LYA Safety Manual & Code of Ethics. It is also the coach's responsibility to control players, assistant coaches and parents as well. The league is for the players, not the coaches or the parents. *Winning at all cost is not part of our charter.*

In order to maintain parity, the commissioner reserves the right to disallow a coach and assistant from teaming together if their two kids playing together will create a competitive advantage. This will be determined before the draft.

Evaluations

League age 10/11-year-olds will be evaluated for the benefit of the volunteer coaches to ensure fair player selection during the draft. The Commissioner coordinates the evaluation date and time. Each coach will receive a list of players who have signed up for the evaluations. During the warm-up period, coaches and assistant coaches may speak with the players to learn which positions the individual has played in the past. The coaches and assistant coaches are asked to refrain from commenting on the performance of individual players during the evaluations. This is a tense time for the players, and they deserve our respect and courtesy.

League age 9 players who played in Minors the prior season are invited to try out. These players must try out to be considered for the Majors league. If not selected, they will be placed on a Minors team.

Draft

The majors will conduct a parity draft, striving for equitable teams to the best of everyone's ability. Knowledge about players should be shared between coaches, not kept secret for their own team's personal benefit.

- The children of managers and assistant coaches will be rated by all coaches and the Commissioner. Those children will be slotted in the draft round by the Commissioner based on the ratings/feedback from the coaches.
- If there are siblings in the program, some special handling may be necessary. If the parent(s) or guardian(s) of the siblings has requested that they play on the same team, both siblings must participate in the evaluations. If both siblings appear to belong in the Majors, then the weaker of the two players will be force-slotted into a lower round of the draft and will be picked for the same team as

the stronger sibling as the draft proceeds. If it appears that the weaker sibling should not be playing in the Major League, the parent(s) or guardian(s) should be encouraged to allow the siblings to play in different leagues as their skill levels dictate.

- Each coach will draw numbers for team number assignment and draft order.
- Drafting sequences will reverse in order after each round (snake draft)
- After six rounds of the draft, the coaches, Commissioner and President of Little League will discuss and analyze the teams to evaluate for fairness, if it is necessary, more discussion and adjustments will be considered to again ensure parity among the teams.
- The balance of the draft will continue until every player is selected.
- Managers will not contact their players until the Commissioner has notified all the players not selected for the Majors.

RULES OF PLAY

Rules for this League follow the Rules Described in the Little League Handbook for Majors with exception to LYA specific rules outlined below. LYA specific rules take precedence over Little League Handbook.

1. The Home Team shall occupy the dugout on the third base side of the field and the visiting team shall occupy the dugout on the first base side of the field.
2. Games will be 6 innings in length. During innings 1 through 5, the half-inning will end after the 5th run crosses home plate or after the 3rd out, whichever comes first. There is no limit to the number of runs that may be scored in the 6th inning. There are no extra-inning games during the regular season. If the score is tied after 6 innings, the game will be recorded as a tie. During the playoffs, extra innings are allowed to determine a winner.
3. If a game is shortened due to weather or darkness but meets the four inning minimum to be considered a regulation game, the following minimum inning rule will apply. For players who were available for the entire shortened game (i.e. did not arrive late) and did not play three innings in the field during the shortened game, these players will be required to start defensively in the team's next game, and satisfy the minimum three inning rule in that game plus any innings necessary to satisfy the minimum three inning rule from the shortened game.
4. Umpire(s) will be provided for regular season and playoff games
5. An adult base coach may be used only if an adult is available to remain in the dugout.
6. Players will pitch throughout the regular season. An umpire will call balls and strikes throughout the game.
7. No coach should ever instruct a pitcher to intentionally walk a batter.

8. Coaches are encouraged to give pitching opportunities to all the players on their teams who have expressed a desire to pitch. Once a player leaves the game as pitcher, the player may not return as a pitcher again during that game. No pitcher may pitch more than 3 innings in a game.

Coaches will be required to maintain a pitching log to record each player's pitching experience. Coaches will be expected to produce the up-to-date pitching log upon request from a Lionville Little League official (i.e. Commissioner or League President). Coaches must follow Little league Pitching rules for number of pitches and days of rest.

9. A Coach may visit with a pitcher on the mound. After the second visit of that player, the pitcher will be removed.
10. The batter is considered "out" after a third strike, even if the third strike is dropped or misplayed by the catcher. There is no potential advancement to first base by the batter after a dropped third strike. Other runners may advance in accordance with league rules.

11. At the start of each game, The Coach will submit a batting order that includes every player present. All players will remain in the batting order even when they are not playing defensively. If a player arrives after the game has begun, he will be added at the end of the batting order (i.e., if he is the eleventh player, he would bat in the eleventh position in the batting order). Every player still bats in order even if they are not playing defensively. This rule is in effect for the regular season and the playoffs.

12. Base Runners may not lead. A runner may not leave a base until the pitched ball is past home plate. If a runner leaves base early on a steal attempt, the runner must return to the original base. If a runner leaves early on a steal attempt and is thrown out, the out counts. If a runner leaves early and the batter gets a hit, all runners may advance only as far as they are forced by the batter; extra bases cannot be taken as a result of the early leave.

13. Unlimited steals of 2nd and 3rd are permitted.

14. In the interest of generating offense to score runs only one steal home PER INNING will be permitted. If a player advances to home after stealing third and there is an overthrow, that IS considered a steal of home. If a runner advances home after already plating the one home steal then it should be agreed the runner will be sent back to third and play continues.

15. The infield fly rule does not apply. All fly balls must be caught in order to record an out.

16. In a close defensive play on the field (i.e., a tag or force at 2nd, 3rd or home), the runner must slide into the base. In this situation, if the runner does not slide, or slides into the fielder with excessive force, the runner will be called out. A play will be considered "close" if the fielder: a) has the ball, or b) is about to receive the ball, and is in a position to make the play. Sliding head first is prohibited, except when a runner is

returning to a base. In all other cases, the runner will be called out if a head first slide is attempted.

17. Each player will play a minimum of three (3) innings of defense in each game. All players will be rotated between infield and outfield positions in each game. As long as it is safe to do so, each player should play a minimum of (1) inning in the infield. Players should not sit for more than (6) consecutive outs. There should not be a difference of more than (1) inning between the greatest number of innings sat by a player and the least number of innings sat by a player.
18. Defensive substitutions can only be made between innings, except in the case of injury or a pitching change.
19. At the conclusion of the games each coach will report the score to the commissioner as well as the pitchers and pitch counts from that game.
20. If a team will have 9 or less players they are encouraged to call up a minor league players. If a minor league player is called up they should be placed at the bottom of the order. The minor league player can not pitch. If the minor league player is the 10th player they should not play more than 4 innings. The most any majors player should sit in this scenario would be 1 inning.

Playoffs

The playoffs will begin following the regular season and will include all teams. The Playoffs will follow a double elimination format.

All rules will remain the same for the playoffs with exception to the Dropped 3rd Strike Rule. Normal dropped 3rd strike rules will be followed in the playoffs.

Playoff format is subject to change due to weather or timing of the end of the season.

All-Star Game

Arrangements should be made, if possible, to play an "All-Star" Game. Commissioner and coaches should decide the format of selecting players for the All-Star Game and the Teams. The game is typically held on Memorial Day.

District Tournament

The manager and coaches of the District Tournament team(s) are selected by the Commissioner of the Minor League Coaches and the LYA Little League President, based on a poll of the managers, and assistant coaches. The Commissioner and the LYA Little League President make decisions based on this input, coaching ability, teaching ability, team chemistry, motivational skills, organizational skills and knowledge of Little League baseball. Team standings are not a factor in the decision-making process. All regular season coaches that are interested in tournament coaching must notify their League Commissioner by May 1 of the current season.

Rosters for the district tournament team are subject to the final approval of the Commissioner and President of Baseball. Outside of special circumstance every effort should be made to roster a minimum of 11 players.

Modifications

At the start of each season, the coaches and commissioner may collectively decide to slightly modify these rules to accommodate a particular situation that season or for experimentation. Those modifications will get attached to these standard rules for the season only. If any of those rules are to be adopted into the official rules it requires approval by the Baseball Committee.



A close-up photograph of a white baseball with red stitching resting on a light-colored dirt base. The background is a blurred green field.

LIONVILLE YOUTH ASSOCIATION

LITTLE LEAGUE BASEBALL

League: Intermediates

Typical Ages: 12-13

STATEMENT OF PRINCIPLES

The Intermediate League is an instruction league. As such, the main objectives are:

- Teach each participant as much about baseball as possible
- Promote good sportsmanship
- Have Fun

The intermediate regular season is a competitive league building upon the skills taught in the minor and major league program. While winning is a valid goal, LYA's primary objectives are to have all of the players enjoy being part of a team, learn good sportsmanship, and continue to develop their skills. The LYA rules are intended to encourage the development of a player's ability to play more than one position and to achieve a reasonable distribution of playing time among the players on a team.

Safety

Intermediates is required to comply with all aspects of the LYA Safety Manual. Extra emphasis and relevance should be placed on these items:

- Batters ***MUST*** wear a helmet at all times. Base runners ***MUST*** wear a helmet at all times. If a player is coaching a base they ***MUST*** wear a helmet at all times.
- Only the batter may be holding a bat
- Catchers must wear all catching equipment in order to play the position. This includes a protective cup and throat protector on the mask.
- Coaches who elect to warm up pitchers do so at their own risk.
- No minor aged persons that are not rostered players are allowed in the dugout during games
- As a local rule, players may NOT wear metal cleats
- Coaches are to review the Batting Cage Rules in the Safety Manual.

Team Formation

The entire league is redrafted each year in order to achieve a fair distribution of players. All eligible players wishing to play in the Intermediates participate in an evaluation that gives the coaches an opportunity to observe hitting, fielding, throwing, pitching and catching skills. Each team will generally consist of 10-13 players depending on the quantity of players/teams that year. The number of

teams and number of players per team are determined by the Intermediate League Commissioner in a manner consistent with Little League guidelines. If any players participating in the evaluation are not selected for a team in the Intermediate they will be assigned to a team in the Majors program.

Coaches

After the completion of registration, the Intermediates Commissioner will present a list of potential coaches to the Little League President, who has final approval on the appointment of coaches. The Commissioner must not promise a team to any potential coaches since the Little League President is not bound by such an arrangement and the possibility exists that the potential coach may not receive the President's approval.

All coaches have the responsibility to demonstrate good sportsmanship and be in control of their emotions in accordance with the LYA Safety Manual & Code of Ethics. It is also the coach's responsibility to control players, assistant coaches and parents as well. The league is for the players, not the coaches or the parents. *Winning at all cost is not part of our charter.*

In order to maintain parity, the commissioner reserves the right to disallow a coach and assistant from teaming together if their two kids playing together will create a competitive advantage. This will be determined before the draft.

Evaluations

League age 10/11-year-olds will be evaluated for the benefit of the volunteer coaches to ensure fair player selection during the draft. The Commissioner coordinates the evaluation date and time. Each coach will receive a list of players who have signed up for the evaluations. During the warm-up period, coaches and assistant coaches may speak with the players to learn which positions the individual has played in the past. The coaches and assistant coaches are asked to refrain from commenting on the performance of individual players during the evaluations. This is a tense time for the players, and they deserve our respect and courtesy.

League age 9 players who played in Minors the prior season are invited to try out. These players must try out to be considered for the Intermediates league. If not selected, they will be placed on a Minors team.

Draft

The intermediates will conduct a parity draft, striving for equitable teams to the best of everyone's ability. Knowledge about players should be shared between coaches, not kept secret for their own team's personal benefit.

- The children of managers and assistant coaches will be rated by all coaches and the Commissioner. Those children will be slotted in the draft round by the Commissioner based on the ratings/feedback from the coaches.
- If there are siblings in the program, some special handling may be necessary. If the parent(s) or guardian(s) of the siblings has requested that they play on the same team, both siblings must participate in the evaluations. If both siblings appear to belong in the Intermediates, then the weaker of the two players will be force-slotted into a lower round of the draft and will be picked for the same team as the stronger sibling as the draft proceeds. If it appears that the weaker sibling should not be playing in the Intermediates League, the parent(s) or guardian(s) should be encouraged to allow the siblings to play in different leagues as their skill levels dictate.
- Each coach will draw numbers for team number assignment and draft order.
- Drafting sequences will reverse in order after each round (snake draft)
- After six rounds of the draft, the coaches, Commissioner and President of Little League will discuss and analyze the teams to evaluate for fairness, if it is necessary, more discussion and adjustments will be considered to again ensure parity among the teams.
- The balance of the draft will continue until every player is selected.
- Managers will not contact their players until the Commissioner has notified all the players not selected for the Intermediates.

RULES OF PLAY

Rules for this League follow the Rules Described in the Little League Handbook for Intermediates with exception to LYA specific rules outlined below. LYA specific rules take precedence over Little League Handbook.

1. The Home Team shall occupy the dugout on the third base side of the field and the visiting team shall occupy the dugout on the first base side of the field.
2. Games will be 6 innings in length. During innings 1 through 5, the half-inning will end after the 5th run crosses home plate or after the 3rd out, whichever comes first. There is no limit to the number of runs that may be scored in the 6th inning. There are no extra-inning games during the regular season. If the score is tied after 6 innings, the game will be recorded as a tie. During the playoffs, extra innings are allowed to determine a winner.
3. If a game is shortened due to weather or darkness but meets the four inning minimum to be considered a regulation game, the following minimum inning rule will apply. For players who were available for the entire shortened game (i.e. did not arrive late) and did not play three innings in the field during the

shortened game, these players will be required to start defensively in the team's next game, and satisfy the minimum three inning rule in that game plus any innings necessary to satisfy the minimum three inning rule from the shortened game.

4. Umpire(s) will be provided for regular season and playoff games
5. An adult base coach may be used only if an adult is available to remain in the dugout.
6. Players will pitch throughout the regular season. An umpire will call balls and strikes throughout the game.
7. No coach should ever instruct a pitcher to intentionally walk a batter.
8. Coaches are encouraged to give pitching opportunities to all the players on their teams who have expressed a desire to pitch. Once a player leaves the game as pitcher, the player may not return as a pitcher again during that game.

Coaches will be required to maintain a pitching log to record each player's pitching experience. Coaches will be expected to produce the up-to-date pitching log upon request from a Lionville Little League official (i.e. Commissioner or League President). Coaches must follow Little league Pitching rules for number of pitches and days of rest.

9. A Coach may visit with a pitcher on the mound. After the second visit in an inning, or third visit overall, of that player, the pitcher will be removed.
10. Dropped 3rd Strike Rule is in effect.
11. At the start of each game, The Coach will submit a batting order that includes every player present. All players will remain in the batting order even when they are not playing defensively. If a player arrives after the game has begun, he will be added at the end of the batting order (i.e., if he is the eleventh player, he would bat in the eleventh position in the batting order). Every player still bats in order even if they are not playing defensively. This rule is in effect for the regular season and the playoffs.
12. Leads and unlimited steals of all bases and home plate are permitted.
13. Unlimited steals of 2nd and 3rd are permitted.
14. Each pitcher will get at least one balk warning per game. Coaches and Umpires should discuss the level of leniency during the pre-game meeting. Some pitchers may be more advanced than others and some may be trying out pitching. We do not want the constant fear of balking to dissuade kids

from trying out pitching. However baserunners should not be punished if they get thrown out or caught stealing as a result of a balk and they should instead go back to the base they came from.

15. The infield fly applies. All runners advance at their own risk.
16. In a close defensive play on the field (i.e., a tag or force at 2nd, 3rd or home), the runner must slide into the base. In this situation, if the runner does not slide, or slides into the fielder with excessive force, the runner will be called out. A play will be considered "close" if the fielder: a) has the ball, or b) is about to receive the ball, and is in a position to make the play. Sliding head first is prohibited, except when a runner is returning to a base. In all other cases, the runner will be called out if a head first slide is attempted.
17. Each player is required to play a minimum of three (3) innings in the field in a regulation 6-inning game. This includes games where the visiting team only plays 5 defensive innings due to a home team's lead after 5 ½ innings.
18. Each player will play a minimum of three (3) innings of defense in each game. All players will be rotated between infield and outfield positions in each game. As long as it is safe to do so, each player should play a minimum of (1) inning in the infield. Players should not sit for more than (6) consecutive outs. There should not be a difference of more than (1) inning between the greatest number of innings sat by a player and the least number of innings sat by a player.
19. Defensive substitutions can only be made between innings, except in the case of injury or a pitching change.
20. At the conclusion of the games each coach will report the score to the commissioner as well as the pitchers and pitch counts from that game.
21. If a team will have 9 or less players they are encouraged to call up a major league player. If a major league player is called up they should be placed at the bottom of the order. The major league player can not pitch. If the major league player is the 10th player they should not play more than 4 innings. The most any majors player should sit in this scenario would be 1 inning.

Playoffs

The playoffs will begin following the regular season and will include all teams. The Playoff format will be determined by the Commissioner.

All rules from the regular season remain the same except only one balk per pitcher per game, regardless of their experience and ability.

Playoff format is subject to change due to weather or timing of the end of the season.

All-Star Game

Arrangements should be made, if possible, to play an "All-Star" Game. Commissioner and coaches should decide the format of selecting players for the All-Star Game and the Teams. The game is typically held on Memorial Day.

District Tournament

The manager and coaches of the District Tournament team(s) are selected by the Commissioner of the Minor League Coaches and the LYA Little League President, based on a poll of the managers, and assistant coaches. The Commissioner and the LYA Little League President make decisions based on this input, coaching ability, teaching ability, team chemistry, motivational skills, organizational skills and knowledge of Little League baseball. Team standings are not a factor in the decision-making process. All regular season coaches that are interested in tournament coaching must notify their League Commissioner by May 1 of the current season.

Rosters for the district tournament team are subject to the final approval of the Commissioner and President of Baseball. Outside of special circumstance ever effort should be made to roster a minimum of 11 players.

Modifications

At the start of each season, the coaches and commissioner may collectively decide to slightly modify these rules to accommodate a particular situation that season or for experimentation. Those modifications will get attached to these standard rules for the season only. If any of those rules are to be adopted into the official rules it requires approval by the Baseball Committee.