

American League

All Division

OFFICIAL RULES

of the

Lee's Summit Baseball Association

Table of Contents

All Divisions	
General Information.....	1
I Lee's Summit Baseball Association	1
II Sportsmanship	1
III Players.....	1
IV Managers & Coaches.....	3
V Formation of Teams	3
VI Playing Uniforms & Equipment.....	3
VII Game Schedules	4
VIII Playing Rules	4
XIII Official Scorekeeper.....	9
XIV Umpires.....	10
XV Insurance	10
XVI Penalty for Rules Violation	10
XVII Protests	11
Appendix.....	12
American League Tournament.....	13
Pitching Guidelines.....	15
Weather Guidelines.....	17

All Divisions

General Information

The following rules, supplemented by the NFHS Official Rules latest edition, shall govern the play and conduct of the teams and team officials in all Division games played under the supervision of the Lee's Summit Baseball Association. The order of precedence for the rule books are:

1. Lee's Summit Baseball Association Official Rules
2. NFHS Official Baseball Rules

These rules have been drawn up in accordance with the purposes and ideals of the Lee's Summit Baseball Association as set forth in Articles of Incorporation and By-Laws, and shall have as their basis, the development and teaching of good sportsmanship and fair play.

It will be borne in mind that the program has been instituted for the development of all youth participating therein and not for aggrandizement of any individual team.

There has never been a set of rules or laws that are completely without so-called "loopholes". When it is apparent that any individual or team is losing a protest or defense on merely a minor technical point or loophole which is contrary to tradition, fair play, or good sportsmanship, the spirit of the law will be considered as well as the letter of the law. These rules are to be supplemented by the Articles and By-Laws of said Lee's Summit Baseball Association.

Rules contained herein shall be in effect until such time as they have been revised and adopted by the Board of Directors of said Association.

SECTION I - Lee's Summit Baseball Association

- A. The Lee's Summit Baseball Association shall hereinafter be referred to as LSBA and Division Representative shall be referred to as Division Rep in text.
- B. LSBA shall be governed by the official rules approved by the Board of Directors.
- C. Division Reps shall be appointed by the Board of Directors to coordinate the affairs of LSBA.
- D. Each Division shall play a separate schedule of games in keeping with Section VII.

SECTION II - Sportsmanship

- A. No manager, coach or player shall argue about called balls or strikes. The penalty shall be immediate ejection from the game and possible suspension after review by the board of directors.
- B. No manager, coach or player shall use profane or abusive language. The penalty shall be immediate ejection from the game and possible suspension after review by the board of directors.
- C. No manager, coach or player shall make physical contact with an umpire in an antagonistic manner. The penalty shall be immediate ejection from the game and suspension from at least one or more games as may be deemed appropriate by the Board of Directors of LSBA.
- D. The manager is responsible for the behavior of his coaches and players' parents/fans. Failure to maintain appropriate order could lead to the manager's ejection and possible forfeiture of the game.
- E. The manager and coaches may not confront any umpire before or after a game. Violation of this rule will result in a one game suspension. A second offense will result in suspensions for the remainder of the season.

SECTION III – Players

- A. Signups will be completed online.
- B. **LSBA Boundaries.** Lee's Summit players shall live within the boundaries of the Lee's Summit R-7 School district and/or the City of Lee's Summit or attend school within these boundaries.
- C. Players may only play on one Lee's Summit Baseball Association team, National league or American league.
- D. Please see Section V Formation of Teams for team placement priority list and guidelines.
- E. **Age Requirements by Division.**

1. **T-Ball (Pre-K & Kindergarten)** - This division is for players who will enter Pre-K or Kindergarten this coming fall. Players must turn at least 5 years old prior to August 1 this year. It is a non-competitive training division, no scores are kept, and the fundamentals of baseball are taught. The baseball is hit off a "tee", all players play in the field at least every other inning and all teams bat the roster. Innings shall consist of each team "batting the roster". Three outs do not constitute the end of an inning. Parents may request that a player be placed on a specific team.
2. **Coach Pitch (1st Grade)** - This division is for players who will enter 1st grade this coming fall. It is a non-competitive training division, no scores are kept, and the fundamentals of baseball are taught. Coaches pitch to the batter, all players play in the field at least every other inning and all teams bat the roster. Innings shall consist of three outs per side. However, no more than nine players can come to bat in a half-inning. If you are playing with less than 9 players, the inning is over after three outs, or after batting once through the lineup. Parents may request that a player be placed on a specific team.

SECTION III – Players (Cont.)

3. **Rookie (2nd Grade)** - This division is for players who will enter 2nd grade this coming fall. It is a non-competitive training division, no scores are kept, and the fundamentals of baseball are taught. A pitching machine is used, all players play in the field at least every other inning and all teams bat the roster. Innings shall consist of three outs per side. However, no more than nine players can come to bat in a half-inning. If you are playing with less than 9 players, the inning is over after three outs, or after batting once through the lineup Parents may request that a player be placed on a specific team.
4. **Pinto (3rd Grade)** - This division is for players who will enter 3rd grade this coming fall. A pitching machine is used, all players play in the field at least every other inning and all teams bat the roster. Innings shall consist of three outs per side. However, no more than seven (7) runs may score in a half-inning. The current half inning will be over once the seventh run scores. Parents may request that a player be placed on a specific team.
5. **Mustang 9 (4th Grade)** - This division is for players who will enter 4th grade this coming fall. Parents may request that a player be placed on a specific team. Innings shall consist of 3 outs per side. However, no more than seven (7) runs can be scored in a half inning. Late arrivals shall be inserted as the last batter. The lineup shall not be changed after a game begins. When the seventh run is scored, the inning is over as if a 3rd out was completed. Each player shall participate in the field at least every other inning and teams bat the roster. Before a player sits a 2nd inning, all players except for pitcher/catcher must sit at least one inning. If a player appears as a pitcher/catcher in 3+ consecutive innings of the same game then, when the pitcher/catcher finishes their inning in that position they must sit an entire inning before re-entering the field unless a shortage of players.
 - a. Penalty: Offending managers shall be advised of participation rules and warned they may be removed as manager for failure to comply.
 - b. Managers may discipline players who are habitually absent from games, practices, etc., by waiving the participation rule. Managers must inform players of reason for this action and also the opposing manager before game start time.
2. **Mustang 10 (5th Grade)**- This division is for players who will enter 5th grade this coming fall Parents may request that a player be placed on a specific team. Innings shall consist of 3 outs per side. However, no more than seven (7) runs can be scored in a half inning. Late arrivals shall be inserted as the last batter. The lineup shall not be changed after a game begins. When the seventh run is scored, the inning is over as if a 3rd out was completed. Each player shall participate in the field at least every other inning and teams bat the roster. Before a player sits a 2nd inning, all players except for pitcher/catcher must sit at least one inning. If a player appears as a pitcher/catcher in 3+ consecutive innings of the same game then, when the pitcher/catcher finishes their inning in that position they must sit an entire inning before re-entering the field unless a shortage of players.
 - a. Penalty: Offending managers shall be advised of participation rules and warned they may be removed as manager for failure to comply.
 - b. Managers may discipline players who are habitually absent from games, practices, etc., by waiving the participation rule. Managers must inform players of reason for this action and also the opposing manager before game start time.
3. **Bronco 11 (6th Grade)**- This division is for players who will enter 6th grade this coming fall. Parents may request that a player be placed on a specific team. Innings shall consist of 3 outs per side. However, no more than seven (7) runs can be scored in a half inning. Late arrivals shall be inserted as the last batter. The lineup shall not be changed after a game begins. When the seventh run is scored, the inning is over as if a 3rd out was completed. Each player shall participate in the field at least every other inning and teams bat the roster. Before a player sits a 2nd inning, all players except for pitcher/catcher must sit at least one inning. If a player appears as a pitcher/catcher in 3+ consecutive innings of the same game then, when the pitcher/catcher finishes their inning in that position they must sit an entire inning before re-entering the field unless a shortage of players.
 - a. Penalty: Offending managers shall be advised of participation rules and warned they may be removed as manager for failure to comply.
 - b. Managers may discipline players who are habitually absent from games, practices, etc., by waiving the participation rule. Managers must inform players of reason for this action and also the opposing manager before game start time.
4. **Bronco 12 (7th Grade)**- This division is for players who will enter 7th grade this coming fall. Parents may request that a player be placed on a specific team. Innings shall consist of 3 outs per side. However, no more than seven (7) runs can be scored in a half inning. Late arrivals shall be inserted as the last batter. The lineup shall not be changed after a game begins. When the seventh run is scored, the inning is over as if a 3rd out was completed. Each player shall participate in the field at least every other inning and teams bat the roster. Before a player sits a 2nd inning, all players except for pitcher/catcher must sit at least one inning. If a player appears as a pitcher/catcher in 3+ consecutive innings of the same game then, when the pitcher/catcher finishes their inning in that position they must sit an entire inning before re-entering the field unless a shortage of players.
 - a. Penalty: Offending managers shall be advised of participation rules and warned they may be removed as manager for failure to comply.
 - b. Managers may discipline players who are habitually absent from games, practices, etc., by waiving the participation rule. Managers must inform players of reason for this action and also the opposing manager before game start time.
5. **Pony (8th-9th Grade)**- This division is for players who will enter 8th or 9th grade this coming fall. Parents may request that a player be placed on a specific team. Each player must play at least two innings in the field before the completion of the fifth inning and teams bat the roster. There shall be free substitution of players in the field

SECTION III – Players (Cont.)

6. **Colt (10th-12th Grade)** - This division is for players who will enter 10th, 11th or 12th grade this coming fall, or will graduate this spring. Parents may request that a player be placed on a specific team. All games are in Lee's Summit. The Colt season will not start until High School baseball in LSR7 is complete. Each player must play at least two innings in the field before the completion of the fifth inning and teams bat the roster. There shall be free substitution of players in the field.

SECTION IV - Managers & Coaches

- A. Managers and coaches who accept compensation for their services shall automatically be expelled from participating in the program since such compensation is in violation of LSBA's purposes and ideals.
- B. Managers must be approved by the Board of Directors, and if not, will not be allowed on the playing fields, coaching line or benches. Managers will only be allowed to manage up to two teams in the LSBA.
- C. Any LSBA Division officer or board member is eligible to manage or coach an LSBA sanctioned baseball team.
- D. Managers and coaches are encouraged to act as adults and consider themselves as leaders of American youth.
- E. Managers and coaches shall insist that their players conduct themselves as responsible young adults on and off the field.
- F. Managers, coaches and players shall not attempt to confuse players on opposing teams by harassing them or referring to them by name, number or position. Nothing should be done to keep players from playing to the best of their ability.
- G. The use of tobacco, alcohol or illegal drugs in any form by players or adult leaders in the dugout, on the benches or on the playing field is prohibited. The use of profane, abusive language or badgering of an official by managers, coaches, or players shall be cause for ejection from the baseball game. Beer or other alcoholic beverages are not allowed in the vicinity of the playing fields.
- H. No player under age 13 may be used to coach.
- I. All managers with son(s) moving into a new Division (either new age bracket or new to LSBA) shall draw for available teams. Full time coaches, whose son(s) are returning to a team where the manager has resigned, shall have the first opportunity to fill the vacancy of manager.
- J. Sponsors may request a manager of their choice if there is a vacancy, and the manager is approved by the Board of Directors.
 - 1. Sponsors shall not be allowed to designate different managers in two (2) consecutive years in the same Division.
- K. All managers and coaches shall be subject to a background check before being allowed to manage or coach in LSBA. The background check must be completed before being allowed to manage or coach a practice or game in an LSBA league.
- L. All adults in the dugout shall be subject to a background check and reviewed by the LSBA Board of Directors. This applies to all potential coaches during the entire season.
- M. All managers and coaches shall participate in manager training provided by the LSBA Board or an equivalent training session. The training must be documented before being allowed to manage or coach in LSBA.
- N. Two expulsions of a coach or manager from games during the season will be cause for automatic suspension from the program for the remainder of the season.
- O. Coaches, managers, and fans will not be permitted to direct comments directly towards opposing players, coaches, or managers during a game. Cheering or chanting is permitted but not if directed towards an individual.
- P. No buckets, chairs, or stools of any kind will be allowed on the field. Coaches will be allowed to use a small pad to cushion their knee if pitching from a kneeling position.

SECTION V - Formation of Teams

- A. Players registered by the posted registration deadline will be assigned to teams by the registrar according to the following priority:
 - 1. Returning players to existing teams. This includes returning teams with a new head coach.
 - 2. Parent/Player request of a coach/team
 - 3. Friend Request
 - 4. Placement by school that player attends
 - 5. Random Placement
- B. If a player is not registered by the registration deadline, team placement is not guaranteed, and players will be assigned to teams on an as-needed basis. Coach requests will not be honored. All requests for teams must come from the parent and/or player only.

SECTION VI - Playing Uniforms & Equipment

- A. **Uniforms for All Divisions.** LSBA shall issue a uniform consisting of a hat and T-shirt or jersey with sponsor's designation on the front and numbers on back to each player, one manager and two coaches of each team. Players are required to wear the LSBA issued uniforms in all Division games.
 - 1. Failure of a team's players to wear the LSBA issued uniform will result in the game being forfeited.
 - 2. Players must be fully and neatly uniformed to participate in Division games.
- B. **Baseball Pants.** Players shall provide baseball pants, White or Gray in color and uniform in design. The entire team must wear the same color.
- C. **Playing Shoes.** Players may wear athletic shoes with ribbed or rubber cleated soles (no metal cleats).
 - 1. Metal cleated baseball shoes are permitted only if playing on field 5-8. Alteration of metal cleats is specifically prohibited.
 - 2. **Athletic Supporter.** Players shall provide and wear athletic supporter, where applicable.
 - a. **Catchers** - Players assigned as catchers shall supply and must wear athletic supporter with metal or plastic cup.

SECTION VI - Playing Uniforms & Equipment (Cont.)

3. **Managers and Coaches.** All managers and coaches must be neatly attired to participate in Division games. They must wear a baseball hat and T-shirt or jersey matching that of the team.
- D. **Uniform Modifications.**
 1. First or last name may be applied to the back of the shirt. Nicknames are not allowed.
 2. The LSBA Board of Directors must approve any other modification to uniforms.
 3. Unauthorized modification may result in team replacing uniform at their cost and forfeiture of any games won.
- E. **Equipment.**
 1. Each team shall be issued:
 - a. not less than two protective head gear,
 - b. baseballs
 - c. catcher's equipment which players assigned as catcher must wear
 - d. Hitting Tee if applicable
 - e. Any other equipment deemed necessary by the Board of Directors
 2. Players shall supply their own baseball glove and may use their own league approved bat.
 3. When batting or on the base, all players must wear protective headgear of the full headgear type with both ears covered.
 4. Any player warming up a pitcher must wear a facemask, whether the pitcher is warming up from the mound, in the bullpen, or elsewhere.
 5. No jewelry shall be worn by any player, except for medical identification.
 6. **Bats: Bats** must adhere to the following guidelines:
 - a. **Pony and Below:**
 - i. All must use bats with a maximum drop 8 (-8) bat permanently stamped with the USSSA 1.15 BPF Mark (Chart 7.01.C), or BBCOR.50 Certified Mark or made of wood and manufactured by a licensed USSSA manufacturer.
 - b. **Colt Division**
 - i. All bats for scholastic divisions (High School Events) must conform to the National Federation of High School Associations (NFHS) bat standards including a length to weight ratio no greater than negative three (-3) ounces. These bats must be permanently stamped with the BBCOR.50 Certified Mark or made of wood and manufactured by a licensed USSSA manufacturer.
 - ii. To be considered a wood bat, a bat must be made of a single piece of wood. All other bats such as bamboo or two-piece must meet the BBCOR standards and have the BBCOR stamp. (Wood Bats must also comply with NFHS rules.)
 7. **LSBA Property.** Managers are responsible for all equipment issued for team use. This equipment is property of LSBA and must be returned to respective Division Rep at designated time and place immediately after last game of season.
 8. **Equipment Modification.** No equipment modifications will be allowed.

SECTION VII – Game Schedules

- A. **Schedules.** Games scheduled for the regular season shall be prepared and submitted to the Board of Directors for approval.
 1. All games on the schedules approved by the Board of Directors shall be played as scheduled.
- B. Teams may be regularly scheduled to play two games in one day.
- C. **End of Season.** No game will be scheduled after July 31.

SECTION VIII - Playing Rules All Divisions

- A. **Playing Fields.**
 1. **Dugout Assignments.**
 - a. 1st base dugout will be for Home Team
 - b. 3rd Base dugout will be for Visiting Team
 2. **T-Ball & Coach Pitch.**
 - a. Bases: 50 feet
 - b. Pitching: 38 feet
 - c. Home plate to center of second base: 70 feet, 9 1/2 inches
 3. **Rookie & Pinto Divisions.**
 - a. Bases: 60 feet
 - b. Pitching: 42 feet
 - c. Home plate to center of second base: 84 feet, 10 1/4 inches
 4. **Mustang Divisions.**
 - a. Bases: 65 feet
 - b. Pitching: 46 feet
 - c. Home plate to center of second base: 91 feet, 11 inches
 5. **Bronco Division.**
 - a. Bases: 70 feet
 - b. Pitching: 50 1/2 feet
 - c. Home plate to center of second base: 99 feet

SECTION VIII - Playing Rules All Divisions (Cont.)

6. **Pony Division.**

- a. Bases: 80 feet
- b. Pitching: 54 feet
- c. Home plate to center of second base: 113 feet, 2 inches

7. **Colt Division.**

- a. Bases: 90 feet
- b. Pitching: 60 feet, 6 inches
- c. Home plate to center of second base: 127 feet, 3 inches

8. **Tarp Rules for Fields 1-4**

- a. The team closest to the Tarp will place Tarp on Mound before leaving the field.

9. **Field Layout Errors.** An error in measurement made in laying out a diamond may be corrected at the end of any inning, when feasible, and such error shall not be a basis for the protests of games, except in the case of a refusal by either manager or umpire to allow the correction of such error.

B. **Pitching Rules. 9 and above**

1. **Trips to the Mound.** The second trip per pitcher to the mound in any inning, in all Divisions, constitutes removal of a pitcher from the mound.

2. **Removal of Pitcher.** A pitcher who is withdrawn from the mound shall not be permitted to return to the mound as a pitcher in the same game.

3. **Calendar Day.** A calendar day is from 12:01am to 12 midnight the same day.

4. **2 Day Rest Rule.** Pitchers must have 2 days rest after the maximum number of innings for a 2 day period has been reached. This is computed from the scheduled starting time of the game in which the pitching occurred. In games which begin more than two hours after the scheduled starting time, the actual starting times of the game will be used in interpretation of this rule.

5. No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of the innings count.

6. **Mustang-9 and 10 Division Maximum Innings.** Pitchers shall not be allowed to pitch more than 3 innings in one calendar day or 6 innings in three consecutive calendar days pitched or 10 innings in any 7 calendar day period. Pitching one pitch in any inning constitutes one inning pitched. At the completion of 6 innings within a 2 day period, pitchers must have 2 days rest.

7. **Bronco-11 and 12 Divisions Maximum Innings.** Pitchers shall not be allowed to pitch more than 4 innings in one calendar day or 6 innings in three consecutive calendar days pitched or 10 innings in any 7 calendar day period. Pitching one pitch in any inning constitutes one inning pitched. At the completion of 6 innings within a 2 day period, pitchers must have 2 days rest.

8. **Pony Division Maximum Innings.** Pitchers shall not be allowed to pitch more than 5 innings in one calendar day or 8 innings in three consecutive calendar days pitched or 12 innings in any 7 calendar day period. Pitching one pitch in any inning constitutes one inning pitched. After pitching 8 innings in a 2 day period or pitching four innings in a calendar day, pitchers must have 2 days rest.

9. **Colt Division Maximum Innings.** Pitchers shall not pitch in more than seven innings on the same calendar day. When pitching in more than one game on the same calendar day, pitchers may pitch any combination of innings in those games provided they do not exceed the above maximum number of innings in a calendar day. Pitchers shall be allowed to pitch in no more than 12 innings in any 7 calendar days. After pitching seven innings in a calendar day, pitchers must have 2 days rest.

10. In the event of a challenge to innings pitched, it will be the responsibility of the manager to reconstruct the last 2 days or current 7 calendar days whichever is greater, prior to the start of the game. The game will be delayed a maximum of 10 minutes (this will be deducted from the game time limit) after which the game will be forfeited by the team(s) for whom cannot calculate innings pitched from their scorebooks.

C. **Violation of Pitching Rules.** See section XVII for violation of pitching rules.

D. **Time Limit.** The time limit shall be considered expired when it falls before the completion of the third out of the bottom half of the inning being played. If more than 10 minutes are remaining, in the game time, before the start of the subsequent inning, the umpires shall allow the teams involved to start and complete said inning providing it does not fall beyond the Curfew Rule. All games will end 10 minutes after the end of the regulation game time except if the Curfew Rule time is met. Then Incomplete Inning Rules are in effect.

E. **Curfew Rule.** Play will stop at 10:45pm unless the officer of the day deems this game will finish before 11pm. See Sections VIII.F, VIII.G and VIII.H. to determine if the game is complete.

F. **Incomplete Inning Rule.** In the event of a game called by Time Limit or Curfew Rule, the game shall be deemed complete. When a game is called because of Curfew Rule, in an uncompleted inning, and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the uncompleted inning, the game shall revert back to the score of the previous completed inning.

G. **Regulation Game.**

1. **T-Ball**

- a. Games shall have a one-hour time limit and shall end regardless of which team is at bat.
- b. Official Time begins when the first batter approaches the Tee.

2. **Coach Pitch**

- a. Games shall have a one-hour time limit and shall end regardless of which team is at bat.
- b. Official Time begins when the first pitch is delivered to the first batter.

SECTION VIII - Playing Rules All Divisions (Cont.)

3. **Rookie and Pinto Division**

- a. Games shall have a one hour, thirty-minute time limit and shall end regardless of which team is at bat.
- b. Official Time begins when the first pitch is delivered to the first batter.

4. **Mustang, Bronco, & Pony Divisions**

- a. Games shall be six innings or one hour, forty-five-minute time limit.
- b. Official Time begins when the first pitch is delivered to the first batter.

5. **Colt Division**

- a. Games for Colt shall be seven innings or two-hour time limit.
- b. Official Time begins when the first pitch is delivered to the first batter.

H. **Complete Game.**

1. **Regulation Innings. Pinto 8 and Above** A game is complete if the visiting team has scored more runs than the home team for a game after the number of innings for a regulation game has been completed, or if the home team has scored more runs than the visiting team for a game during the bottom half of the final regulation inning listed above.

2. **Regulation Game.**

- a. **Pinto 8 and Under** A game shall be deemed complete after 45 minutes and will not be rescheduled for any stoppage of play.
- b. **Regulation Game. 9 and Over** A game is considered complete after 1 hour of playing time if stopped for any reason. The score at that point is what is used for the final game result except: when a game is called in an uncompleted inning, and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the uncompleted inning, the game shall revert back to the score of the previous completed inning.

3. **Tied after Regulation Innings Completed or Time Limit. Pinto 8 and Above** When a game is tied at the end of regulation length, the game is over and a tie will be recorded in the standings.

4. **Run Spread. Pinto 8 and Above** If a team is leading an opponent by run spreads listed below, the game shall be terminated and the team in the lead shall be declared the winner.

NOTE: The home team shall not bat if the run spread requirement is met by the home team after the top half of the listed inning.

- a. At least fifteen runs after three innings or ten runs after four complete innings or eight runs after five or more complete innings have been played.

I. **Postponement of Division Games.** No Division game shall be postponed for any reason other than inclement weather, condition of playing field, or the prior approval of the Board of Directors.

1. The official grounds keeper appointed by the Board of Directors (or his appointee) shall determine when a game shall be postponed due to wet grounds or inclement weather.

- a. In the event of postponement, the official grounds keeper shall notify the UIC and update the official rainout line. If postponement message has not been posted on the rainout line at least one hour before scheduled time and place, both teams shall appear for play. Failure of either or both teams to appear with managers or coaches shall result in forfeiture of the game by one or both teams.

2. All Rainouts that are not regulation games will be rescheduled to start at the beginning of a new game.

J. **Pre-Game Warm-up & Game Start Times.** Practice on fields laid out for games is prohibited. If there is sufficient time, thirty minutes preceding scheduled game time, the visiting team shall take the field prior to the game time for ten minutes of infield and outfield practice, then the home team shall follow for ten minutes of infield and outfield practice, leaving ten minutes for preparation of the field, discussion of rules and the umpires instructions.

1. If two games are scheduled consecutively on a diamond and the first game goes past the starting time of the second game, the second game will start ten minutes after the end of the first game.

K. **Batting Order.** The batting order shall constitute all players on the team roster at the beginning of the scheduled game.

1. **Late Arrivals.** Any player arriving after the official lineup has been recorded by the scorekeeper will be inserted in the lineup as the last batter and placed in the field according to participation rules if possible.

2. **Missed turn at bat.** If a player starts the game and then misses their turn at bat and has not been removed from the game, then an out is recorded.

L. **Manager's Intent Not to Play Player. (Pinto 8 & Above)** A manager may declare his intent not to play a player for valid reasons by meeting with the opposing manager and scorekeeper five minutes before game time and so stating his intent.

1. Any manager caught breaking this rule shall be suspended for the next two scheduled games.

2. This paragraph is not subject to the protest provision as outlined in Section XIII.

M. **Charged Conferences** – Each offensive team may have three charged conferences per inning.

N. **Injury of Player.** In the event of an injury to a player, that causes their removal from the game, the player will be removed from the lineup. No out will be taken in that spot in the lineup

O. **Expulsion.** In the event of an expulsion of a player from the game by the Umpire, the player will be removed from the lineup and an out will be taken in that spot in the lineup. The player will immediately leave the field area and move to the Concession Stand area.

SECTION VIII - Playing Rules All Divisions (Cont.)

P. Player's conduct – Automatic expulsion from the game.

1. Fighting
2. Profanity
3. Bat throwing in anger, resulting in endangering the safety of players, spectators, managers, umpires, or coaches.
4. Unsportsmanlike conduct: Players will be removed from the game for the use of unsportsmanlike conduct. A runner will be called out and removed from the game if the runner's advance to a base is achieved by unsportsmanlike play. (Umpires must protect players from injury in every possible way).
5. Two expulsions of a player from games during the season will be cause for automatic suspension from the program for the remainder of the season. It shall be the responsibility of the Umpire-in-Chief to report this action immediately to the Board of Directors.
6. Players will not be permitted to direct comments directly towards opposing players, coaches, or managers during a game. Cheering or chanting is permitted but not if directed towards an individual. Example: Players will not be allowed to yell "Swing" at a batter.

Q. Shortage of Team Players: (Pinto 8 and above) Any team that does not have eight players and a manager or coach on hand and ready to play at the scheduled game time shall forfeit the game. There will be no delay in order for the team to practice, if each team has eight eligible players and coach present. A team will not be penalized with an automatic out when playing with only eight players.

1. **Substitute Player(s) from Lower American League Divisions.** A manager may bring up from the immediate lower age bracket a maximum of three players to fill the line-up to maximum of nine players. Players from lower age bracket may not pitch or catch. Substitute player(s) must wear their assigned team's jersey. Manager must notify opposing manager the number and name of substitute player(s). Any roster player arriving after start of game must be inserted into the line-up to replace the substitute player. If nine roster players are available at game time, no substitutes may be used.
2. **Penalty.** The penalty for violation of the substitute player rules will be up to a one game suspension for the manager as determined by the protest committee.

R. Illegal Players. The use of an illegal player in an LSBA game shall result in the forfeiture of said game and the manager being suspended for the next regular scheduled Division game, regardless of when discovered.

1. An illegal player is one who is not legally a member of the Division because the player does not meet the requirements as to age or is not on team roster.

S. Slide Rule. Current NFHS Slide Rule will be enforced at all Bases and Home Plate.

T. Bat Boys/Bat Girls. There shall be no bat boys/bat girls on any team in the LSBA.

U. Spectators. Managers shall not allow spectators to enter the dugout, playing field, or warm-up areas. Only the manager and four coaches will be allowed in the dugout during play of the game.

V. Intentional Base on Balls (Mustang 10 & Above) Intentional base on balls may be given by the defensive team by having the catcher or the coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count.

W. Courtesy Runner. (Rookie Ball and Above) A courtesy runner will be allowed for pitchers and catchers no matter how many outs have occurred. Courtesy runner must be the player who made the last batted out.

X. Dropped Third Strike:

1. **(Mustang 10 & Below)** When the catcher fails to catch a third strike, the batter is out and cannot advance to first base. All runners on base cannot advance.
2. **(Bronco 11 & above)** Follow NFHS Rules

Y. Lead-Off & Stealing:

1. **(Mustang 10 & Below)** Players shall not be permitted to steal or to lead off bases.
 - a. Penalty: Offending runner shall be called out.
2. **(Bronco 11 & above)** Follow NFHS Rules

Z. No Stealing Home Base

1. **(Bronco 12 & below)** Players are only permitted to score on a live batted ball, a walk, or hit-by-pitch.
 - a. Penalty: Offending runner shall be called out.
2. **(Pony & above)** Follow NFHS Rules

AA. Overthrows.

1. **(Pinto 8 and Under)** All base runners may attempt one base on an overthrow. This shall apply whether the ball is overthrown from the infield or the outfield. After an overthrow, if a play is attempted on any advancing runner and this play results in another overthrow, runners may not advance again. Runners are limited to attempting one base on the initial overthrow only. In T-Ball no runners can advance on an overthrow.
2. **(Mustang 9 and Over)** All base runners will receive **one base** on a throw **leaving the field of play**. This shall apply whether the ball is thrown from the infield or the outfield.

SECTION VIII - Playing Rules All Divisions (Cont.)

BB. Balks.

1. **(Mustang 9 & 10)** No balks will be penalized in Mustang 9 & 10 Division. Umpires will only warn pitchers when a balk occurs.
2. **(Bronco 11 & 12)** Balks will be penalized after 1 warning per pitcher. Umpires will only warn pitchers when the first balk per pitcher occurs.
3. **(Pony & Colt)** Balks will follow the NFHS Rule Book.

CC. Players. (Pinto and Below) Each team shall field ten players in the field. There shall be four outfielders. Outfielders are not allowed to assume an infield position. They must play a minimum of 20 feet behind the infielders, preferably at the edge of the outfield grass.

DD. Infield Fly. (Pinto and Below) The infield fly rule does not apply.

EE. Bunting. (Pinto and Below) Batters are not permitted to bunt or swing easy at the ball. Any ball in fair territory is a live ball and shall be played.

FF. Possession Diamond. (Pinto and Below) The possession diamond is defined as the box line from home to first to second to third and back to home. Any time the ball comes into the possession of an infielder (including pitcher and catcher) inside the possession diamond, base runners cannot advance beyond the base they are attempting. If the infielder attempts a play on a base runner, all base runners may attempt one base on an overthrow. This shall apply whether the ball is overthrown from the infield or the outfield. After an overthrow, if a play is attempted on any advancing runner and this play results in another overthrow, runners may not advance again. Runners are limited to attempting one base on the initial overthrow only.

GG. End of a Play. (Pinto and Below) Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as the lead runner is not attempting advance. "Time" does not have to be called by the defense for the purpose of this rule. When a runner stands off the base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

SECTION IX – Specific Playing Rules for Pinto League

A. Pitching Machine. A pitching machine shall be utilized during actual game time for pitching the baseball.

1. Machine Speed will be 40 and set prior to the beginning of the game.
2. The center of the machine will be at 42'.
 - a. A rope and stake will be stored with the machine to ensure proper distance is set up.
3. Only machine placement adjustments can be made after the start of a game.
4. The manager or coach from the team at bat will place the ball in the machine.

B. Speed of Play. To improve the speed of play, Coaches feeding the pitching machines or pitching shall have no more than 3 baseballs in possession at the start of a half inning. Baseballs that have gone out-of-play shall be collected and provided back to the coach feeding the machine, allowing the baseballs to be put back in play as needed.

C. Strikeouts. A player strikes out after three swings. A swing at any pitch is considered hittable. The player at bat will receive up to 6 hittable pitches as determined by the umpire. If the player fails to hit one of the 6 pitches from the machine, the player is out. If the player fouls off the 6th pitch or 3rd swinging strike, the player may continue his at bat until he hits a ball into play, he receives a hittable pitch and does not swing at it, or swings without making contact. There are no walks.

D. Pitcher Position. The pitcher shall always take position behind the front legs of the pitching machine and either on the left or the right side staying within 3 feet of the pitching machine legs. Pitcher may move in front of the machine after the ball is pitched.

E. Ball Hits Machine. If the batted ball hits the pitching machine or field umpire, the umpires shall call the ball dead and award the batter first base. The umpire may also call a dead ball if, in their judgment, a dangerous play may result from a defensive player attempting a play near the pitching machine.

1. Note: If the batter is awarded first base as a result of a dead ball, base runners may advance only if forced.

SECTION X - Specific Playing Rules for Rookie Ball

A. Pitching Machine. A pitching machine shall be utilized during actual game time for pitching the baseball.

1. Machine Speed will be 37 and set prior to the beginning of the game.
2. The center of the machine will be at 42'.
 - a. A rope and stake will be stored with the machine to ensure proper distance is set up.
3. Only machine placement adjustments can be made after the start of a game.
4. The manager or coach from the team at bat will place the ball in the machine.

B. Speed of Play. To improve the speed of play, Coaches feeding the pitching machines or pitching shall have no more than 3 baseballs in possession at the start of a half inning. Baseballs that have gone out-of-play shall be collected and provided back to the coach feeding the machine, allowing the baseballs to be put back in play as needed.

C. Pitcher Position. The pitcher shall always take position behind the front legs of the pitching machine and either on the left or the right side staying within 3 feet of the pitching machine legs. Pitcher may move in front of the machine after the ball is pitched.

D. Ball Hits Machine. If the batted ball hits the pitching machine or field umpire, the umpires shall call the ball dead and award the batter first base. The umpire may also call a dead ball if, in their judgment, a dangerous play may result from a defensive player attempting a play near the pitching machine.

1. Note: If the batter is awarded first base as a result of a dead ball, base runners may advance only if forced.

SECTION X - Specific Playing Rules for Rookie Ball (Cont.)

- E. **Ninth or Last Batter Rule.** When the ninth player is at bat, play shall proceed as if two outs exist.
- F. **No Strikeouts.** The player at bat will receive up to 6 hittable pitches as determined by the umpire. If the player fails to hit one of the 6 pitches from the machine, the player is out. If the player fouls off the 6th pitch, the player may continue his at bat until he hits a ball into play, he receives a hittable pitch and does not swing at it, or he receives a hittable pitch and swings without making contact. There are no walks.

SECTION XI - Specific Playing Rules for Coach Pitch

- A. **Pitched Balls.** A manager or coach shall pitch to their own team.
- B. **Pitching Location.** The coach shall pitch from the 20-foot circle in line with 2nd base and home plate. The defensive player at the pitcher fielding position shall play approximately 10 feet behind the pitching coach. This player may stand up to 5 feet on either side of the pitching coach to obtain a better view of the batter.
 - 1. Note: The pitching coach can make no attempt to field a batted ball.
- C. **Pitching Motion.** The coaches pitching motion may be either an underhand or overhand delivery.
- D. **No Strikeouts and Walks.** There shall be no strikeouts and no walks. Each batter shall be given three strikes to put the ball into fair territory. (Note: Hit balls that do not go past the 20-foot line shall be called foul and the batter shall be allowed to hit again. A third strike foul cannot be called.) Should the batter fail to put the ball in play after three strikes, the batting tee shall be set up and the following rules apply:
 - 1. The batting tee shall be set on top of home plate.
 - 2. If the batter hits the tee and ball at the same time, the ball is in play.
 - 3. The batted ball must cross the 20-foot line drawn from home plate to be considered in play.
 - 4. No strikes shall be called.
 - 5. A coach may assist the batter as necessary.
- E. **Backup for Catcher.** To keep the game moving, an additional coach or parent and/or guardian shall help backup the catcher to retrieve passed balls. This coach or parent and/or guardian may be from either team. When using the tee, they will move the tee out of the way of home plate as soon as the ball is hit into fair territory.
- F. **Ninth or Last Batter Rule.**
 - a. When the ninth player is at bat, play shall proceed as if two outs exist.
- G. **Batted Ball** The batted ball must cross the 20-foot line drawn from home plate to be considered in play.
 - 1. Note: If it is not already there, mark the 20-foot line (quarter circle) before the game begins.

SECTION XII - Specific Playing Rules for T-Ball

- A. **On Field and Dugout Coaches.** On defense, one coach is allowed to be on the field to position players and to instruct. All remaining coaches shall remain in the grass outfield or in the dugout.
- B. **Tee Location. T-Ball** The ball shall not be pitched but hit off a batting tee located on top of home plate.
- C. **Hit Tee.** If a batter hits the tee and the ball at the same time, ball is in play.
- D. **No Strikeouts.** LSBA encourages allowing each player the number of swings necessary to hit the ball into fair territory even to the extreme of having a coach assist. Therefore, there shall be NO STRIKEOUTS.
- E. **Batted Ball** The batted ball must cross the 20-foot line drawn from home plate to be considered in play.
 - 1. Note: If it is not already there, mark the 20-foot line (quarter circle) before the game begins.
- F. **Overthrows.** No runners can advance on an overthrow.

SECTION XIII - Official Scorekeeper

- A. **Rookie 7 and Below:**
 - 1. No score shall be kept.
- B. **Pinto 8 and Above:** The home team managers shall supply the official scorekeeper for each team. The scorekeeper shall record at-bats, hits, runs, extra base hits, strikeouts, walks and innings. The Homeplate Umpire shall verify the runs scored at the end of every half inning. At game end the scorekeeper shall total and fill in designated block for total runs of both the home and visitor teams. All information shall be recorded as neatly as possible in case there is a protest and it is necessary to re-enact a game. Game Changer will be the official scorebook of record for LSBA league games. Coaches may choose to use the LSBA provided scorebooks for use as the official book of record for LSBA league games.
 - 1. Managers are responsible for supplying the official scorekeeper with lineup of players names, numbers and positions 20 minutes before game time and advise official scorekeeper when player changes are being made during game play.
 - 2. **Mustang 9 and Above: Pitcher Eligibility.** In the event there is question of eligibility of a pitcher involving number of innings thrown, or length of rest between pitching assignments, the recreated Pitching Record shall be the basis for a settlement.
 - 3. **LSBA Game Results.** The home team manager shall enter the score of the game online within 24 hours of completion of the game. In the event of a forfeit, the game will be scored as 7-0. Official team standings will be determined from these entries with tiebreakers as follows: **Wins vs Loss, Head-to-Head, Runs Allowed, Runs Scored, Coin Toss.** Ties count in the standings as $\frac{1}{2}$ win and $\frac{1}{2}$ loss. [During the season the online app figures standings as follows: GP, W, L, T, BYES, PCT, STRK, GB, RS, RA, RPG, APG, DIFF - Games Back determines standings; then alphabetical. **This will not be used to determine standings for any LSBA purpose.**]

SECTION XIV – Umpires

- A. T-Ball Games shall be umpired by the coaches. First and third base shall be called by the offense team coaches, second base by the defensive team coach in the field and the coach at home plate shall call that base and make decisions on "balls in play".
- B. The umpires shall be in full charge of the games and will enforce the rules of conduct as well as the LSBA playing rules of the game. This authority shall include the right of the umpire to determine a forfeiture of a game. This forfeiture can happen if a manager, player, or coach refuses to abide by the umpire's decision of banishment from the game because of conduct that is detrimental to the game and the LSBA program. LSBA Board of Directors will review the incident and determine if additional action is needed.
- C. Only the manager, coach and team captain may enter into discussion with an umpire, relative to an umpire's decision.
- D. No Division game shall be played without the attendance of an official umpire unless agreed to by managers of the opposing teams. Once the game is started under this agreement, the substitute umpire or umpires shall have same standing and authority as an official umpire, until such time as the official umpire(s) arrive. The start of the game shall indicate an agreement of opposing managers. No game for which two umpires are furnished shall be postponed because only one umpire is present.
- E. The umpires shall be responsible for enforcing safety rules such as the wearing of protective head gear by batters and runners.
- F. The umpires shall require strict observance of the rules of play and the equipment of players under the LSBA and NFHS rules. Umpires will make reports concerning unfavorable situations concerning managers and spectators conduct during game.
- G. To expedite completion of games within the time limit, umpires shall allow 2 minutes for the pitcher to throw their warm up pitches between innings and both teams to prepare to start the next at bat.
- H. Use of tobacco, alcohol, illegal drugs and abusive or profane language shall not be permitted and will result in dismissal from continued officiating of the game.
- I. Umpires shall not be related to any manager, coach, or player in the division he is officiating.
- J. Any ejection of manager, coach, or fan shall be documented on the appropriate form and turned in to the umpire-in-chief. The umpire-in-chief will report this to the umpire liaison.

SECTION XV - Insurance

- A. All players, managers and coaches shall be covered by a secondary insurance policy purchased by the sponsoring organization.
- B. In the case of an injury requiring medical attention, the manager must assume the responsibility of getting the insurance form and giving it to the applicant for filing.
- C. Insurance forms may be obtained from any LSBA Board Member.

SECTION XVI - Penalty for Rules Violation

- A. Pitching Rules Violations
 1. The violation of pitching rules shall result in the following penalties:
 - a. Immediate removal of player from the mound upon appeal from the opposing manager.
 - b. Repeated Violations will result in the suspension of the manager for the next regular scheduled Division Game regardless of when discovered.
 - c. Two days additional rest will be added to the pitcher if a violation occurs.
- B. Metal Cleat Violation
 2. Automatic ejection from the game if metal cleat found on any field other than field 5-8.
- C. The penalty for the violation of the rules herein contained by players, managers, coaches, sponsors and umpires will be the suspension of participation in LSBA on the recommendation of the Board of Directors, for such a period as may be determined by said Board. Repeated offenses will result in a suspension of longer duration than that which the first offense was drawn.
- D. Any person who has been suspended may submit his request in writing to the Rules Chairman of the directing organization and obtain a hearing with the Board of Directors at a time and place named by the President. The decision at this hearing shall be final.
- E. Any apparent violation of any rule herein contained must be reported to the President of LSBA. Such a report must be made in writing and must not be based merely on heresy evidence but must be substantiated by sufficient proof to give proper credence to the allegation that such a violation has taken place. Unless such evidence in writing is presented, the Board of Directors will not proceed to take the necessary steps toward the termination of such violation or the rendering of punishment thereof.
- F. Any person affiliated with LSBA who does not abide by the rules or decisions of the directing organization may be called before the Board of Directors, and will abide by any decision on any misconduct, handling his team or team affairs. This person must appear at a date and time specified. If they do not appear or call the President of the directing organization before the specified time, giving sound reason for not appearing as instructed, they will abide by the Board of Directors action. Failure to comply with this rule shall subject the violator to permanent suspension.
- G. Any player who falsifies their name or age, or any signature on their LSBA contract will be ineligible to participate for the entire current season or the remaining portion thereof after discovery.

SECTION XVII – Protests

- A. All protests must be accompanied by a fee of 100 dollars provided to the home plate umpire at the time of the protest. The fee will be returned if the protest is allowed. Under no circumstances will the fee or any part thereof be returned if the protest is not allowed. Failure to comply with the rules of protest will result in the forfeiture of the fee for protested game. The home plate umpire will give the protest fee to the Officer of the Day, or any LSBA Board Member, at the completion of the game.
- B. All protests must be filed prior to the next pitch after the incident occurs. In the case of a game ending incident, the protest must be filed before leaving the field.
- C. Information about the game and the protest shall be recorded by the home plate umpire in the official scorebook. The home plate umpire and both managers shall sign the scorebook where the information is entered. In the case where the umpire does not enter the information in the score book, it is the protesting manager's responsibility to enter the information, plus note the umpire's failure to record the information. The following information shall be recorded for each protest filed:
 - 1. Time the protest is filed.
 - 2. Score of the game at the time of the protest.
 - 3. Inning the protest occurred.
 - 4. Number of outs.
 - 5. The player at bat.
 - 6. The pitch count (Balls & Strikes).
 - 7. Runners on base
 - 8. Paragraph of rule that is being protested. Protesting manager has two minutes from the time of the protest to supply this information, or the protest will be ruled invalid.
- D. Protesting Manager must notify the Rules Chairman via email of the protest within 24 hours of the game start time.
- E. The umpire in charge of the game shall present in writing within forty-eight (48) hours following the scheduled time of the game in protest, a report showing the teams involved, the place the game was played, the inning, the score at the time of play in question and details of the play involved. The umpire must do this even though he may feel there is no room for a possible protest. A decision on the legality of the protests will be determined by the Protests Committee.
- F. The protesting manager and the opposing manager shall submit to the Rules Chairman, within 48 hours from the scheduled time of the game in protests, a written report voicing his version of the disputed play or situation. Failure of the opposing manager to conform to this rule will remove his rights for the protest.
- G. The Rules Chairman will submit the protesting manager's, umpire's and opposing manager's reports to the Protests Committee within six days from the scheduled time of the game in protest.
- H. The Protest Committee shall give a written decision to the Rules Chairman within eight days from the scheduled time of the game in protest.
- I. Decisions on eligibility, violations or interpretation of the rules herein consigned shall be decided by the Protests Committee. The Protests Committee's rulings are final.

SECTION XVIII - Weather Guidelines – See Weather Guidelines in the Appendix

APPENDIX

Table of Contents

American League Tournament	13
Pitching Guidelines	15
Weather Guidelines	17

American League Tournament

- A. **Play-off Tournaments – Pinto, Mustang, Bronco, Pony, and Colt Divisions Only.** There will be an American League tournament for all teams in each division.
 1. All play-off games in a Division will be scheduled by the Board of Directors. Failure of team manager to abide by such a schedule of play-off games will result in the forfeiture of the game or games involved.
 2. Seeding will be based on a modified schedule.
 - a. Seeding will be determined by LSBA prior to the start of Tournament.
 3. **Tie breakers will be determined in the following order:**
 - a. Head-to-Head Record
 - b. Runs allowed, totaled from all games
 - c. Runs scored, totaled from all games
 - d. Coin flip.
 4. Tournament brackets will be provided by the League and played accordingly.
 5. Tournament games shall be played as regulation games with the following exceptions.
 - a. Bracket Play games will use the California Rules if:
 - i. **Tied after Regulation Innings Completed or Time Limit.** When a game is tied at the end of regulation length, the California tiebreaker will be implemented until a decision is reached.
 - a) **California tiebreaker rules will be as follows: 1st inning - runner on 2nd 1 out, 2nd inning - runner on 2nd 2 outs, 3rd inning - runner on 3rd 1 out, and 4th inning - runner on 3rd with 2 outs. The last batted out from the previous inning will be this runner.**
 - b. **Pinto Division:**
 - i. Tournament games shall be six innings, or one hour thirty-minute time limit.
 - ii. For Championship game, the time limit will be “No new inning can start after 2 hours”.
 - iii. Refer to “Pinto Division Playing Rules” for all other playing rules.
 - iv. **Mustang, Bronco, and Pony Divisions:**
 - a) Tournament games shall be six innings, or one hour forty-five-minute time limit.
 - b) For Championship game, the time limit will be “No new inning can start after 2 hours”.
 - c) Run Spread Mustang and Bronco: At least twenty runs after two or more complete innings or at least fifteen runs after three or more complete innings or at least ten runs or more after four or more complete innings.
 - d) Run Spread Pony: At least twenty runs after two or more complete innings or at least fifteen runs after three or more complete innings or at least ten runs or more after four or more complete innings
 - e) Refer to “Mustang, Bronco, and Pony Division Playing Rules” for all other playing rules.
 - c. **Colt Division:**
 - i. Tournament games shall be seven innings, or two-hour time limit.
 - ii. Run Spread: At least twenty runs after two or more complete innings or at least fifteen runs after three or more complete innings or at least ten runs or more after four or more complete innings.
 - iii. For Championship game, the time limit will be “No new inning can start after 2 hours 15 minutes”.
 - iv. Refer to “Colt Division Playing Rules” for all other playing rules.
 5. Teams may be scheduled to play more than one game per day during the tournament.
 6. In the event that a game is postponed, game times for all subsequent games typically change. For instance, a game rained out on a Friday evening could be rescheduled for early Saturday morning bumping a previously scheduled game. Managers should be prepared for short notice scheduling changes.
 7. If Pool Play format, the winner of a coin flip will have the choice of Home or Visitor prior to occupying their respective dugouts. In a bracket tourney, the better seed team will have the choice of Home or Visitor prior to the teams occupying their respective dugouts. For the Championship Game, Home or Visitor will be decided by a coin flip.
 8. Substitute Player(s) from Lower American League Divisions. A manager may bring up from the immediate lower age bracket a maximum of two players to fill the line-up to maximum of nine players. Players from lower age bracket may not pitch or catch. Substitute player(s) must wear their assigned team’s jersey. Manager must notify opposing manager the number and name of substitute player(s). Any roster player arriving after start of game must be inserted into the line-up to replace the substitute player. If nine roster players are available at game time, no substitutes may be used.

American League Tournament (Cont.)

9. Pitching Rules: Innings per tournament.

A new 7 calendar days of pitching eligibility begins at the start of the tournament providing the rest rule has been met.

- a. The first day of the tournament shall constitute the first calendar day.
- b. The pitching rules for this tournament will follow the LSBA Pitching Rules.
- c. Scorecards must be signed by both team managers to eliminate Pitching validation problems.
(Managers, help with this process)
- d. One appearance per pitcher per game allowed.
- f. To expedite completion of games within the time limit, umpires shall allow 2 minutes for the pitcher to throw their warm up pitches between innings and both teams to prepare to start the next at bat. The 2 minutes also applies to pitching changes except for cases of injury.
- g. Refer to "Mustang, Bronco, Pony, and Colt Division Pitching Rules" for all other pitching rules.

10. Protests.

- a. A three-member decisions committee shall be formed prior to the start of each game. The committee shall consist of one representative selected by the home team manager, one representative selected by the visiting team manager and one representative mutually agreed upon by both managers. The home team manager shall ensure that the representatives' names are recorded in the score book prior to the start of the game.
- b. This committee shall accept any protest of an umpire's decision other than those based on an umpire's judgment. It shall immediately consider the protest in conference with the umpires and managers and then render a decision before play is resumed.
 - i. Such decisions shall be arrived at by the members of the committee only based upon information received from the umpires and managers and the committee's own observation of the play or situation in question.
 - ii. The protesting manager must provide the specific paragraph number in the rules that supports the protest claim within two minutes of the protest; otherwise the protest will be ruled invalid.
- c. Decisions of the committee are final and are not subject to appeal.
- d. If a three-member decisions committee has not been appointed, then the Head Umpire's decision is final.

LSBA Pitching Guidelines

Age	Daily Pitch Max
9 - 10	75
11 - 12	80
13 - 14	85
15 - 18	95

Pitches Thrown	Rest Required	Age Group	Division
70 or more	4 calendar days	12 and Under	Bronco and Below
56 to 69	3 calendar days		
46 to 55	2 calendar days		
31 to 45	1 calendar day		
1 to 30	No Rest	13 and Above	Pony and Above
79 or more	4 calendar days		
66 to 78	3 calendar days		
51 to 65	2 calendar days		
36 to 50	1 calendar day		
1 to 35	No Rest		

*No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of the pitch count.

LSBA Pitching Guidelines Cont.

LSBA Pitch Count Tracking Form

Date of Contest:	Mon	Tue	Wed	Thu	Fri	Sat	Sun			
Home Team:	Inning 1	2	3	4	5	6	7	8	9	10
Pitcher 1										
Pitcher 2										
Pitcher 3										
Pitcher 4										
Pitcher 5										
Pitcher 6										
Pitcher 7										
Away Team:										
Pitcher 1										
Pitcher 2										
Pitcher 3										
Pitcher 4										
Pitcher 5										
Pitcher 6										
Pitcher 7										

Umpire Signature: _____

Home Team Head or Designee Coach Signature: _____

Away Team Head Coach or Designee Signature: _____

This form must be signed by both coaches or designee prior to leaving the facility and kept on file throughout the season.

Age	Daily Pitch Max
9 - 10	75
11 - 12	85
13 - 14	95
15 - 18	95

Pitches Thrown	Rest Required	Age Group	Division
65 or more	4 calendar days	12 and Under	Bronco and Below
51 to 65	3 calendar days		
36 to 50	2 calendar days		
21 to 35	1 calendar days		
1 to 20	No Rest		
76 or more	4 calendar days	13 and Above	Pony and Above
61 to 75	3 calendar days		
46 to 60	2 calendar days		
31 to 45	1 calendar days		
1 to 30	No Rest		

*No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of the pitch count.

Weather Guidelines

LSPR and YSA Weather Guidelines

Lee's Summit Parks and Recreation and the Lee's Summit Youth Sports Associations have implemented the following guidelines address with extreme heat and cold weather at all youth games and practices. It is designed to provide participants with a standard for safe play in situations of extreme heat and cold weather.

Heat Guidelines

The two values that will be taken into account when modifying or cancelling games/practices are air temperature and relative humidity. The combination of these two elements reflects the heat index. We will rely on the heat index reading that is updated hourly by the National Weather Service.

There are five defined heat index zones. These zones are based on recommended guidelines published by the American College of Sports Medicine (ACSM) for participation in sports activities during periods of extreme heat. Because the heat index does not take into account wind and direct sunlight, two degrees will be added to the stated heat index on sunny and still days. Likewise, two degrees will be subtracted on cloudy and windy days.

White Zone

Heat index of 65-80 degrees. In this range, the participant is in very little danger from heat and no special measures will be taken.

Yellow Zone

Heat index of 81-98 degrees. In this range, coaches will be encouraged to take extra steps to protect their players by making sure they keep them hydrated and by encouraging frequent substitution during games and practices.

Orange Zone

Heat index of 99-105 degrees. In this range, the following will be implemented for games: all measures taken in the Yellow Zone and water coolers will be available at each complex for players/parents/fans. If it is a practice day, coaches are instructed to keep players well hydrated and to take frequent breaks.

Red Zone

Heat index ranging of 106-115 degrees. In this range, the following be will implement for games: all measures taken in the yellow and orange zones and the length of games and practices will be modified:

- All program changes will be determined by the respective organization in accordance with their guidelines.

Black Zone

Heat index above 115. In this range, all games and practices will be cancelled until the index returns to 115 or below. Notification will be given through the specific organization's notification process.

Note – During the course of the day, the heat index will rise and fall depending upon the time of day, amount of wind, cloud cover, etc. The above program modifications could also change throughout the course of the day, especially on the weekend. For example, a 1 pm game on Saturday could be played under the Orange Zone guidelines and a 4 pm game could be played under Red Zone guidelines. Coaches and parents will be notified of the appropriate zone of play by the program/league staff and/or the cancellation number of the specific organization.

Cold Weather Guidelines

Wind chill 32° F or below – Games will be cancelled

*Participants playing or practicing in cold weather are encouraged to dress appropriately and utilize multiple layers as needed.

Thunderstorm & Lightning Guidelines

When lightning is detected within a 10 mile range, play and clear the fields for thirty (30) minutes. A long blast of the whistle will be sounded to notify players and parents to clear the field. Players and parents should take shelter in their vehicles or in an enclosed building if available. If in the event, another strike occurs with the thirty minutes, an additional thirty minutes will be added to the time. For example: If the detector goes off at 7:10 pm, play will be stopped until 7:40pm. If another strike occurs at 7:16 pm, the time would be reset to 7:46pm. Lightning is a very serious situation and the safety of our participants is very important.

The above are merely guidelines and it is the responsibility of parents and players to make the ultimate decision as to the participation in events when heat, cold and lightning may be a factor, taking into consideration the age and physical condition of the player. Parents also have the ultimate responsibility to inform their child about the dangers of heat and need for protection, including sunscreen and proper hydration.

[Return to Top](#)