

# Lake Area Youth Athletic Conference

SIAA/LYAA/SCAA

Baseball Rules 10u

# 1. Playing Rules

This rule book is provided by the Lake Area Youth Athletic Conference

The Executive Board of the Lake Area Youth Athletic Conference has the right to modify any rule herein if they feel it is for the betterment of the league. Proper notification will be given in this event.

## 1.1. Batter

### 1.1.1. Batter Box

The batter should remain in the batter's box once he/she has taken his position. The umpire may only call time for the batter before the pitcher has begun the pitching motion. The umpire should not be lenient in calling time at the batter's request unless there is a legitimate reason. If a batter does not get in the box after the request from the umpire, the umpire shall command the pitcher to pitch and the pitch shall be called a strike. The batter is out if he/she hits the ball while any foot is completely out of the batter's box. The batter is out if he steps on the plate while hitting.

### 1.1.2. Illegal Bat

A batter using an illegal bat shall be called out as soon as the bat is deemed illegal. The pitcher, catcher, or opposing coach can request to have a bat checked. If the bat is deemed illegal the batter shall be out. If the batter has hit the ball all runners shall return to their previous positions. If an illegal bat is seen by the umpire the batter shall be called out as soon as they step into the batter's box. If a bat is deemed illegal the head coach shall be warned. Upon receiving a second warning for an illegal bat, the coach shall be ejected from the game. The Umpire shall note warnings and forward all warnings to the league. If a coach is warned/ ejected in 3 games for illegal bat usage the coach shall be suspended one game by the league.

### 1.1.3. Throwing Bat (Local Rule)

A batter maybe called out for throwing a bat only after his/her team has had a warning by the umpire. The ball is dead, and runners may not advance.

### 1.1.4. Batter Interference and Catcher Interference

A batter may be called out for interfering with the catcher or any defensive player attempting to make a play. This does not include "catcher's interference" for the catcher's glove hitting the batter's bat on a swing (not a back-swing). In this case the play continues if the batter hits the ball fair. No interference is called if the batter reaches first base and no out was made on the play. If an out was made or if the batter did not get to first base, then the umpire calls catcher's interference, and the batter is awarded first base and any runners forced are advanced.

### 1.1.5. Batting Out of Turn

If a batter bats out of turn and the mistake is questioned by the defensive team while the batter is still at the plate, then the proper batter simply takes the batting spot with the count on the wrong batter becoming the count on the proper batter. If the defensive team appeals after the batter reaches base and before another pitch is thrown to the next batter, the proper batter is called out and the wrong batter is taken off the base. Runners who advanced on the play are also returned.

The next proper batter is the batter listed on the batting order directly after the proper batter who was called out. If one pitch is thrown to the next batter in the lineup, after the improper batter reaches base, the batter is considered to have batted properly and the correct batting order is established after his name in the scorebook.

Example: Baker bats in Abel position and hits a double. (A)The defensive team appeals before the next pitch: Abel is out, Baker is the proper batter. (B)The defense team appeals after a pitch is thrown: Baker is safe on second and Charles is the proper batter.

### 1.1.6. Bunting

No Bunting is allowed. Any batter who intentionally attempts to bunt a ball shall have a strike called. If the bunt attempt is made on the third strike the strike shall be called even if it is the third strike of the at bat regardless of if the ball is struck or not.

## 1.2. Pitcher (Local Rules for Regular Season and Local Tournament Only)

### 1.2.1. Innings Pitched (Local Rule)

Our local rules only allow three (3) innings per game for a pitcher and no more than six (6) innings per calendar week. Coaches are responsible for keeping up with the innings pitched. Coaches may request to view the other team's scorebook regarding innings pitched that week.

A **starting** pitcher properly removed on a single visit or between innings may return to the pitching position one time during the game. All other pitchers may not return as a pitcher once removed, even if between innings. Remind them one pitch to a batter is considered an inning pitched. (Note substitution rule). A game in which an ineligible pitcher has been used shall be declared forfeited.

### 1.2.2. Coach's Visits

A pitcher must be removed from pitching on a coach's second visit in an inning to the mound he may stay in the game at another position. (If a coach goes over the white line during a timeout or the coach goes to any player and has them go to the pitcher, it is considered a visit.) A coach cannot visit a pitcher twice while the same batter is at bat. Once the manager leaves the mound from their first visit, the pitcher must finish pitching to that batter before the manager may go to the mound again.

### 1.2.3. Pitcher's Equipment on the Mound

The pitcher may not have anything sticking out of his back pockets, batting gloves on, a fielding glove with the color white or grey on it, or white undergarments showing while pitching. The pitcher's glove should be uniform in color. **Sunglasses with reflective lenses are not allowed while pitching.**

### 1.2.4. Balks

There are no penalties for "balks" in 10u, but the defensive team should not be allowed to gain an advantage because of a balk. Balks will be called in 12u. A balk is usually considered an attempt by the pitcher to deceive a base runner.

**The rule book says:** "After assuming set position, any natural motion associated with his delivery of the ball to the batter commits him to the pitch without alteration or interruption." Any alteration or interruption of this motion or conceived attempt by the pitcher to deceive the runner will be considered a balk.

Some of the basic and most common causes of a balk call are:

- The pitcher delivers the pitch from the set position without coming to a complete stop.
- The pitcher, while on the rubber, makes any motion naturally associated with his pitch and fails to make the throw. (RH Pitcher's front foot moves toward home, while right foot on rubber, and pitcher does not make throw home)
- The pitcher, while on the rubber, feints a throw to first base and does not complete the throw. (Turns shoulder or moves foot toward first)
- The pitcher, while on the rubber, fails to step directly toward a base before throwing to the base. (Pitcher may fake a throw to second or third, but not first)
- The pitcher makes any motion naturally associated with his pitch while not touching the rubber.
- The pitcher without the ball stands on or astride the rubber.
- The pitcher, after coming to a legal pitching position, removes his hand from the baseball without throwing it.

### 1.2.5. Quick Pitch

**A pitcher must come set before pitching the ball. A set position is considered to be: the pitcher is not in motion on the mound, both hands come together with the ball in glove or in hand, and the pitcher looks at the catcher. If the umpire deems a quick pitch a no pitch call shall be made. The pitcher and coach shall be advised of why the call was made.**

### 1.2.6. Maximum Runs per Inning

In 10u maximum number of runs that a team may score in an inning is 7. Even if a hit by the last batter scores more runs than the maximum number of runs only maximum number of runs for that league will be scored.

### **1.2.7. Foul Ball While Bunting on Third Strike**

A fouled bunt attempt on a third strike will result in a strikeout.

### **1.2.8. Caught Foul Tip**

A caught foul tip (below the batter's head) is considered a strike for all situations. A player may steal on a caught foul tip; a batter may strike out on a caught foul tip etc.

## **1.3. Base Runners**

### **1.3.1. Baseline**

Base runners must run in the baseline and not vary more than three (3) feet from the baseline to avoid a tag. The runner sets the baseline after rounding a bag. It is considered a straight line to first and from the runner's rounding point to the next base at the other bases. All running attempts straight from one base to the next are considered straight lines. A base runner that varies more than 3 feet to avoid a tag shall be called out. A batter-runner may not run to the field side (left) of the first baseline with the intent to interfere with a throw to first base. In this case if in the umpire's judgment there was interference by either the thrown ball hitting the runner or forcing a wild throw to first base the umpire may call interference and the runner would be out.

### **1.3.2. Interference**

The following are rules about interference

- a) Runner hit by batted ball - A base runner is out if a batted ball (in which a defensive player other than the pitcher has not yet had the opportunity to make a play on) contacts the runner while off the base and in fair territory. The ball is dead.
- b) Runner interferes with a fielder attempting to field a batted ball - A runner who is judged to have interfered with a fielder who is attempting to make a play on a batted ball is out whether intentional or not. For interference the runner is out and the ball is dead. Runners may not advance, except the batter who goes to first.
- c) Batted ball contacts batter (or bat) in fair territory - The batter/runner is out and the ball is dead if he/she contacts a batted ball in fair territory before a defensive player other than the pitcher has had the opportunity to make a play on it. This includes hitting the ball with the bat a second time. If the ball rolls into a dropped bat in fair territory or the head of a broken bat hits the ball and in the umpire's judgment there was no intention to interfere the ball is live.
- d) Player/coach interference - If in the umpire's judgment another offense player (other than standing on a base) or coach interferes in any way with a defensive player attempting to make a defensive play, the batter/runner in jeopardy is out and the ball is dead. The base coach has the responsibility to try to move out of a fielder way, failure to do so in the umpire's judgment can be called interference. If a thrown ball hits a coach or player who is not officially in the field of play area, or passes through an open gate, which should be closed, the ball is dead and all umpire judgments and ruling should be in favor of the other team.
- e) Breaking up a double play - If in the umpire's judgment a base runner willfully interferes with a fielder with the intent to break up a double play, both base runners are out, the ball is dead, and other runners may not advance.
- f) Base Coach Interference - If in the umpire's judgment a base coach assists a base runner by touching him/her (this includes catching, pushing, helping up or holding a runner), the runner is out and the ball is dead. If the base coach leaves his coaching box area in any manner (running along with the runner) that could be considered to be an attempt to draw a throw, the umpire may call interference, call runner out, and declare a dead ball.

### **1.3.3. Obstruction**

If a defensive player obstructs an advancing or returning runner, the umpire will declare obstruction. If there is no play on the obstructed runner, play continues. After the stoppage of play, the umpire shall call time and allow the advancement of the obstructed runner to the base. In the umpire's judgment, the runner could have safely advanced to if there was no obstruction. If the obstruction accrues on a base runner while the defensive team is making a play on the runner, the umpire shall call time and award the next base to the obstructed runner. (In a pickle, for example) Runners in front of the affected runner may be forced to advance. A catcher, or any defensive player without the ball, has no right to occupy the baseline and may be called for obstruction.

### 1.3.4. Free Advancement of Runners

The follow is a list of just a few of the common free advancement situations for base runners. There may be more situations than these.

Situation	# of Bases Awarded
If a defensive player deliberately touches a batted fair ball with any part of his uniform, cap, mask or thrown glove.	3 bases
If a defensive player deliberately touches a thrown ball with any part of his uniform, cap, mask or thrown glove.	2 bases
If a batted ball that goes through, under, or bounces over the outfield fence.	2 bases
For a ball thrown by a defensive player (other than the pitcher on the mound) that goes out of play over under or through the fence or into the dugout area.	2 bases
For a throw from the mound that goes out of play.	1 base
A pitched ball gets stuck in the backstop.	1 base
A player catching a pop fly (fair or foul) falls into a dugout or over a fence.	1 base

### 1.3.5. Over-running First Base

A batter/runner may not be tagged out for over-running first base if he immediately returns to the base without making an attempt toward second. (A runner may turn either right or left to return; a left turn in itself does not indicate an attempt toward second.)

### 1.3.6. Two Runners on the Same Base or Passing a Runner

When two runners are touching the same base, the trailing runner is out when the defensive player with the ball touches the base. The runner is out if he/she passes the runner in front of him/her before the preceding runner is put out.

### 1.3.7. 60 Ft Special Base Running Rule

When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached home plate. Once the catcher has secured the ball and the runner has stopped his forward progress, the runner must immediately return to the base. A THROW FROM THE CATCHER TO THE PITCHER IS CONSIDERED A DEAD BALL AND NO STEAL ATTEMPT CAN BE MADE. In the event of a stolen base and no throw attempt is made by the catcher, the baserunner shall stop at the base. No steals of 2<sup>nd</sup> and 3<sup>rd</sup> at the same time without a throw attempt from the catcher.

### 1.3.8. Runner Leaving Early for 10u (Local rule)

A runner shall be called out only after the umpire has issue a warning to both teams during the first occurrence during that game for the base runner to leave the base he/she is legally occupying after the pitcher has taken the pitching rubber and before the pitched ball has crossed the front edge of the plate. (This is generally a field umpire's call, but sometimes the plate umpire will see the movement, especially at second base, and may make the call.) As soon as the runner leaves the base early, the umpire is to call time. The ball is dead at that point, even if put in play by the batter. The runner is then called out.

### **1.3.9. Missed Base**

The Coach or Manager of the opposing team must appeal to the Home Plate Umpire on a missed base once the play is over. Once the runner has touched the next base or left the playing field after missing home, he/she is may be out and may not return to touch the base missed once the Home Plate Umpire has been asked to appeal the call. If it was the third out, all runs scored after the players missed the base do not count. Any appeal under this rule must be made before the next pitch, or any play or attempted play. If violation occurs during a play which ends a half-inning, the appeal must be made before the defensive team leaves the field.

### **1.3.10. Out By Abandoning Effort**

A runner is said to be out if he/she abandons his/her effort to remain on base or advance and begins to return to the dugout, even though they are not out. The exception to this is that a runner may return to touch home plate at any time before he/she steps out of the playing field into the dugout area. It is a judgment call by the umpire as to when a runner has abandoned his/her effort. A player does not have to leave the playing field to be considered abandoning their effort.

### **1.3.11 Catcher Relief Runner**

If the player playing catcher in the following inning is on base when the second out is made, the player who made the second out is allowed to take the place of the catcher as the base runner.

### **1.3.12. Walks**

A batter may only advance to first base in the event of a walk. If a ball is thrown to an additional base in the event of a base runner stealing ahead of the batter the ball then becomes live and the runner can advance as normal.

## **1.4. Intentional Walks**

NO INTENTIONAL WALKS.

## **1.5. Regulation Game (Local Rule)**

- Regular season 10u games are limited to 6 innings with no new inning beginning after 1 hour and 15 minutes from the actual start time of the game minus any lost time due to umpire stoppage. If an inning begins prior to the 1 hour and 15-minute mark, **that inning will be finished**. If the visiting team takes the lead during this inning, the home team will be allowed the opportunity to bat in the bottom half of that inning.

An inning is considered to have begun as soon as the final out of the preceding inning has been made.

All 10u games are official after the time limit or after the losing team has batted 4 times and is behind by 10 or more runs or is behind by more than 15 runs after 3 innings. (Slaughter rule). Regular season games may end in a tie. Also note that a team may not score more than maximum number of runs per inning as specified in section 1.2.6. The umpires are in charge of time keeping, and their rulings are official.

## **1.6. Infield Fly**

The infield fly rule is not in effect for all 10u play.

## **1.7. Sliding**

Base runners must slide feet first into any base (except on a return to a base). A runner who slides head first in an attempt to advance to the next base shall be called out. If a runner intentionally and maliciously runs into a defensive player in possession of the ball, the player shall be called out and ejected from the game. A defensive player in the baseline without the ball will be called for interference. No base runner shall slide into first base. In the event of a slide into first, the umpire shall warn the team. In the event of a second base runner sliding into first base, the runner shall be called out.

## **1.8 Stealing Home**

For the 10u, no attempt to steal home may be made. This includes passed balls and wild pitches. If a base runner is on third base when a pitch is made, the only way they can score is for a ball to be put in play or a walk/hit by pitch with bases loaded. A ball put in play shall be either a hit or an attempt to throw a baserunner out stealing second base. Any runner attempting to steal home shall be sent back to third base and all other runners must return to their previous base.

## **2. Players**

### **2.1. Uniforms (Local Rule)**

All players are expected to be in uniform. They should have matching hats. Umpires should not disqualify players because of this, but teams that continuously field improperly dressed players may be warned and disqualified by the local director if efforts to fix the problem are not satisfactory. (Local rule) In other words, we expect our teams to look like ball teams. Players and base coach's shirt tails must be in. Similar hats are required.

### **2.2. Jewelry**

Players may not wear any jewelry (rings, visible necklaces, earrings, etc.) of any type. When any player is seen with jewelry, the umpire shall warn both teams. From that point on, any player getting in the batter's box with jewelry on will be called out by the home plate umpire.

### **2.3. Picking Up a Player (Local Rule)**

Teams may pick up an eighth player to begin a game with eight. He/she must be on a league roster of another team from the **LAYAC Baseball** in the same age group (or younger) and in a different uniform. The picked-up players can only play outfield and must bat last. He/she may stay in the game if another player shows up. Teams may pick up only one player and may not pick up a ninth player. If only batting eight players, the ninth batting position is NOT an out.

### **2.4. Lineup (Local Rule)**

- All 10u teams are required to have all players in the batting line up (bat around rule). Players must play at least every other inning on defense.

### **2.5. Defense**

All 10u teams are required to include a catcher. If playing short a player, team must lose players from the outfield. All infielders must play conventional infield positions. Only 9 defensive players shall be used.

## **3. Dugout Area**

The dugout area is for players and coaches only. Players in uniform, three coaches, a bat-boy/girl and a scorekeeper (Local Rule) are allowed in the dugout area. No parents or other children are allowed in the dugout area. No swinging of bats is allowed in the dugout area. No soft toss or the use of batting sticks is allowed in the dugout area during the game. No players or coaches are allowed out of the dugout area except the two base coaches when the team is batting. A coach wanting time should step just out of the dugout to get the umpire's attention to call time. Anyone retrieving bats under 16 years old must wear an approved batting helmet. Anyone under 16 warming up a pitcher (on or off field) in a squatting position must have an approved catcher mask on. The head coach is responsible for his/her team keeping the dugout area clean. No tobacco products are allowed in the dugout area. This includes coaches and parents. On an out-of-the-park home run, the players and coaches in the dugout may go out of the dugout toward home plate to greet the batter. They may not touch the batter/base runner until they have touched home plate. They must return to the dugout in a timely manner.

## 4. Actions of Coaches, Players or Fans

### 4.1. Coach

A coach should be an ambassador of sportsmanship. He/she has the right to question umpire interpretation of rules but not judgment calls. Unsportsmanlike conduct of a coach may result in discipline from the umpire and/or the league director. An umpire has two basic discipline options in dealing with an unruly coach. First, he may confine the coach to the dugout and warn him any other problem will result in ejection. This is suggested when a coach oversteps his rights to be on the field. (Example: A base coach goes in fair territory during live play, etc...). Secondly a coach maybe ejected from the game and at this time he must leave the playing area or, at the umpire's discretion, he may have to leave the entire park. Once ejected, the coach is suspended for the next two games. The coach suspension is for two games, the game the incident occurred in is considered Game #1 and the next scheduled game is Game #2. If a coach is ejected and refuses to leave as told by the umpire, the umpire has the right to forfeit the game and/or call the proper law enforcement to remove the coach. Once a coach is told to leave and refuses, he/she may be charged with trespassing. The umpires are in control of the field and have this legal right. Unsportsmanlike conduct of a coach may be directed at players, spectators, or other coaches as well as umpires. The umpires shall not allow a coach to belittle, over punish, or mistreat any players on or around the field area that they are in control of. Base coaches are expected to stay in the coach's box. (The umpire will usually give a coach a warning before removing him/her.) Only one of the three official coaches of the team is allowed on the field to talk to his/her players at a time.

### 4.2. Player

A player may be warned, confined to the dugout, or ejected for unsportsmanlike behavior. This is a judgment call by the umpire and should be based on his opinion of the situation and what is in the best interest of the player, not whose chances of winning a game it helps. A player who has committed an unsportsmanlike act deemed to warrant ejection from the game should be removed from the game and confined to the dugout under the control of the coach. A player ejected for unsportsmanlike reasons is also suspended for the next two games. The player suspension is for two games, the game the incident occurred in is considered Game #1 and the next scheduled game is Game #2. A player may be confined to the dugout for the rest of a game for unsportsmanlike behavior not deemed to be serious enough for ejection. This is an umpire's judgment call. Throwing equipment, taunting, cursing, and other acts deemed to be detrimental to the spirit of game are considered unsportsmanlike conduct.

### 4.3. Spectator/Fan/Parent

Spectators/Fans/Parents are expected to act in a proper, sportsman-like manner. Any fan using inappropriate language, smoking in the dugout area, drinking alcoholic beverages, or being disrespectful of players, other fans, or umpires maybe ejected from the field area or from the entire park at the discretion of the umpire. If it is clear to which team the fan is pulling for, then the umpire may ask that team's coach to take care of the situation. The coach is responsible for the behavior of his/her team's fans. If the situation continues to the point the umpire wishes to eject the fan, he/she should inform the coach that he/she has two minutes to have the fan removed or the game will be called a forfeit and be over. If the coach cannot control his fan, the umpire will not hesitate to call law enforcement to remove the fan. Be sure to get the fan's name as he/she will be suspended for at least two games and possibly the season. The fan's suspension is for two games, the game the incident occurred is considered Game #1 and the next scheduled game is Game #2. If it is not clear as to which team the fan is from, then the umpire will deal directly with the fan. Fans will not be allowed to belittle opposing players. (Calling them names, easy out, he's scared, etc.) Parents are not allowed on the field of play unless called for by the umpire in the case of injury.

## **4.4. Disciplinary Protocol for Ejected Individuals**

It is the game umpire's responsibility within 24 hours of an ejection of Coach, Player, or Parent to provide an email summary of the events that led to the ejection decision. This email must be forwarded to the Lead Baseball Director and the President of LAYAC. The designated LAYAC Conflict Resolution Board may at their discretion, interview the coach/parent involved and potentially others in attendance to determine the severity of infraction and determine if future actions are deemed necessary by the board. Unless the Dispute Resolution Committee and/or the President of LAYAC, upon review of a protest if filed by the ejected individual in writing, overrules the field decision of the umpire, the two game suspensions is mandatory. Penalties can be more severe at board discretion based on the particulars of the incident once reviewed. The ejected individual will not be allowed to attend (be at the facility or anywhere on the grounds) for the two games following the game of which that individual was ejected. If such an ejection occurs at the final game of a particular season, the suspension will carry to the following season. In the unfortunate event, an individual receives two ejections within any 12-month period; the LAYAC Baseball Committee will meet, review the incidents and have the authority to ban the multi offender for a period not less than one year.

All suspensions are reviewable by the LAYAC Exec Board. Final decisions are made for the betterment of the individuals involved and the league as a whole.

## **5. Calling Time**

Only the umpire may call time. Players, including the batter or coach may ask for time, but only the umpire can call time. The ball is alive until the umpire calls time. Coaches are not allowed to go into fair territory until time is called by the umpire.

## **6. The Scorebook (Local Rules)**

### **6.1. Official Book**

For regular league play the home team scorebook is official, unless at any point the umpire feels the home scorekeeper is not doing the job properly, at which time the umpire may assign the visiting team scorebook as the official scorebook. The umpire will announce this change to both coaches. It is the visiting coach's responsibility to have their scorekeeper to keep a check on the official book and bring any discrepancies to the attention of the umpires as soon as they are noticed. If a team is playing with only eight players, the ninth batting position is not considered an out. If a team using the bat-around rule has a player leave, for any reason, his position in the batting order is skipped with no penalty. A team not using the bat-around rule must have a legal substitute for the vacated spot in the batting order, unless caused by an injury, or the vacated spot will be called out at its time to bat. If caused by injury, any player left on the bench may replace the injured player in the lineup. If no other player is available, the position in the batting order will be skipped with no penalty.

### **6.2. Lineups for Scorebook**

The coach or scorekeeper must present their lineup to the opposing coach before 10 minutes of the scheduled starting time. Names and numbers should be correct. Players arriving late are to be added to the bottom of the lineup when they arrive. If a coach has a no show listed in his official batting order turned in to the other scorekeeper, the no-show will be called out if he/she has not arrived when it is his/her time to bat. (In other words, if a player is not physically, there don't put them in the line-up.) If a team is batting all its players and a player leaves early or can no longer play, his/her position will be skipped in the batting order without being called out. If the team is batting only 9 or 10 (EH), they may substitute any players not currently in the lineup. If a team is out of players, the position will be skipped without an out being called. (Regular season and county tournament only)

## 6.3. Substitutions

A substitute is considered to have entered the game when:

- a) He/she is announced to the opposing scorekeeper or home plate umpire.
- b) If a pitcher, when he/she takes his/her position on the pitcher's rubber.
- c) If a batter, when he/she takes his/her place in the batter box.
- d) If a fielder, when he/she reaches the usual position occupied by the fielder he/she is replacing.

Note: The substitute pitcher must pitch to one batter.

## 7. Weather Conditions/Darkness

### 7.1. Stoppage of Play

At the field the umpires are in charge of delaying, stopping, resuming, or calling off any games due to weather conditions, darkness (including light failure) or for any other reason the game has been stopped by the head umpire. The umpire should always make safety the main priority, not playing the game. Coaches have the right not to put their players on the field if they feel it is a dangerous situation but not to delay or call the game. Teams should not leave the park until the umpire has officially cancelled the game; doing so will constitute a forfeit if conditions improve to the point the game could be played. The area director or field director may cancel or delay games but cannot overrun the umpire in forcing a game to be played. At the first sign of lightning in the area, players and fans should be gotten off the field and to their cars. A mandatory 15-minute wait is required after the last lighting or thunder.

### 7.2. Complete Game (Local Rule)

A game is considered complete if one of the following is fulfilled: (Local Rules)

1. The time limited has expired and that inning has been completed.
2. At the end of the last complete inning one team is 10 or more runs ahead. (4 or more innings must be completed for this rule to be in effect.)
3. At the end of the 3rd inning, one team is ahead by 15 runs or more.
4. At the end of the 2nd inning, one team is ahead by 20 runs or more.
5. Only the 10-run rule applies in Tournament play.

If the game is not complete, both scorekeepers should mark at the exact point of the stoppage and note all situations (men on base, count, and innings pitched, etc.). Make-up is at the discretion of the local director.

## 8. Protests

### 8.1. Protests

A protest may only be filed in a case that a manager/coach feels the umpire made a decision in violation of the official rules of the league. It should be remembered that Local Rules do override the "official rule book." Protests may never be based on an umpire's judgment call. The notification of protest must be made to the umpire in charge before the next pitch to a live batter is made. The umpire shall have both scorekeepers to note the situation at that time. The umpire (if he wishes) may call the league director for clarification of the rule at that time, or the game may continue under protest. If the game is finished, the protesting coach has 24 hours to file a complaint with the league director. The league director will convene a protest committee. Ruling of this committee are final. If the protest is approved by the committee, and if the protesting team's chance of winning the game were (in the director's opinion) adversely affected, then the game will be played over from the point of protest. If the protest is not approved, the final score will stand as recorded. Protests for game suspensions of players/coaches/spectators must be filed within 24 hours of the ejection with the same procedure.

### 8.2. Protest Committee

The protest committee will be made up of the two area directors and chaired by the league President. If any committee member is unavailable or has a conflict of interest in the protest, the League President will appoint one of the two alternates to take his place. The protest committee will be made up of the baseball directors of all 3 associations. If any member is unavailable the President of the association not represented will take their place.

## **9. Leagues, Teams, and Players**

### **9.1. Teams (Local Rules)**

Each local organization has the responsibility to select their teams. A fair and balanced team selection draft is required. A skills day is recommended. All players wishing to play in the regular season league must be allowed the opportunity to play. Players who cannot afford the cost of registration must be allowed to play. Teams or organizations that intentionally "stack" teams may be disqualified from the league. A fair and balanced draft must be held. Local organizations should not allow teams to carry over from one age group to the next (in other words from 7-8 to 9-10 to 11-12). LAYAC only recognizes 3 official coaches per team, and that should be the maximum that should be allowed for draft purposes.

### **9.2. District of Players (Local Rules)**

A player must attend or live in the district of the elementary school that he/she is considered to be eligible for. Players may request a waiver to play for another area for legitimate reasons. All players playing out of district should have a waiver from their "home school" area director.

### **9.3. Players Age (Local Rules)**

All player's ages are based on the player's age on April 30 of the season year. Local rules allow a player to play up one year, with permission of the parent, the coach, and the league director. Playing up is not recommended unless the player's level of ability is truly at a level that his/her development would be better in the older age group

### **9.4. Practice**

Each team shall be allotted a weekday and weekend practice time before games start. Once the season begins only the weekday practice time will be allowed. If a team has a bye on a weekend, the team is allowed to practice the weekend of the bye only. Any team practicing more than once per week will be subject to disciplinary actions up to forfeiting all games up to the point of infraction, postseason ban, or coach suspension. A practice is considered when 4 or more players are on the field with a SIAA coach in a structured environment. LAYAC Baseball Directors will meet and determine if the rule is broken and any disciplinary actions that should occur. In the event of weather causing teams to not be allowed to practice, LAYAC may open weekend practices for all teams. This will be announced via email to all teams and practices shall be scheduled per association.

## **10. Equipment**

### **10.1. Bat**

All bats must be USA Baseball approved.

### **10.2. Gloves**

First baseman mitts are only allowed to be worn by player playing first. The catcher may wear a regular glove.

### **10.3. Cleats (Local Rule)**

Shoes with metal cleats or sharp spikes are not allowed.

All offensive players in the playing area must wear a double ear flap batting helmet. This includes the batter on deck. The catcher must wear an approved catcher's mask with throat protector. This includes anyone warming up the pitcher from a squad position. Male catchers are also recommended to wear a cup. Bat boys/girls (under 16) must wear an approved batting helmet when in the playing area

### **10.5. Baseballs**

Baseballs shall be provided by both teams to the umpire prior to the start of the game. Game balls shall be provided by each association and shall be appropriate for the age division. (i.e.. Tballs are only allowed for Tball)

## **11. Field Dimensions**

### **11.2. 10 u**

The field dimensions for 10u games will be 60 ft bases and 46 ft pitching mound. The distance of the pitching mound should be measured from the apex of home plate to the front edge of the pitching rubber.