

LZBSA COLT LEAGUE RULES

(Updated May 2011)

IHSA rules will be the main source or guide to govern play. The following LZBSA guidelines have been adopted by the LZBSA Board of Directors to incorporate and enhance the rules.

1.00 Manager, Coach, Player, Parent, and Spectator Responsibilities

- A. Managers, coaches, players, parents, and spectators shall exhibit good sportsmanship at all times. Any action to taunt, intimidate or degrade opposing managers, coaches, players, parents or umpires will not be tolerated.
- B. Players will not throw bats, helmets, balls, or any other equipment to display anger, frustration, displeasure or pleasure. Violators may be removed from the game, at the discretion of the umpire, for flagrant violations.
- C. Swearing by managers, coaches, players, parents, or spectators, on and off the field, during games or practices, will be strictly prohibited. Violations during a game will result in immediate ejection.
- D. Influencing the umpires (for example, yelling "safe" or "out" before the umpire makes a call, or yelling "good pitch" before the umpire makes a call) or openly questioning or complaining about the umpire's call will not be tolerated.
- E. Arguing with umpires will not be tolerated and, if violated, managers, coaches, players, parents or spectators may be ejected and subject to disciplinary action.
- F. Benches should be occupied by managers, coaches, and players only.
- G. All managers and/or coaches will be responsible for their teams, including other coaches, players and parents, as outlined in the manager's agreement. All managers will be required to submit a signed manager's agreement prior to beginning the season, and to abide by the guidelines set forth by the agreement. These guidelines include, but are not limited to manager/coach responsibility and conduct to players, rules violations, disciplinary action, equipment, knowledge of playing rules, LZBSA responsibilities, etc.
- H. The position of the manager is a privilege retained for one baseball season. At the completion of the season, the league president will review each manager's privilege and/or the manager review committee, umpire in chief and the respective vice commissioner.

1.01.1 Equipment

- A. Players shall not wear jewelry, including chains, earrings, watches, etc. The umpire will not provide a warning. Violations will result in an automatic out to the player violating this rule, once discovered.
- B. Full uniform is required to play. No Jeans or shorts are permitted. No non uniform shirt is allowed. Players shall wear team baseball caps at all times.
- C. Metal spikes will be allowed.
- D. The home team will supply three balls for each game and occupy the third base dugout.
- E. Only metal bats are allowed. The maximum bat length is 36 inches and the maximum diameter is 2 5/8 inches. A bat may not weigh, numerically, more than three units less than the length of the bat (e.g., a 34-inch-long bat cannot weigh less than 31 ounces).
- F. Any base runner and batter are required to wear a helmet.
- G. Catchers and Managers, and Coaches shall insure that all catcher equipment is in good repair before each inning.

1.02 Other Rules of Play

- A. There is no designated hitter.
- B. The pinch runner rule applies when there are two outs and the catcher is on base. The player who made the last out must pinch run for the catcher.
- C. Bases are 90 feet and pitcher's mound is 60 ½ feet.
- D. Any manager who has disciplinary problems with a player must bring the matter to the attention of the League President for evaluation and action. The enforcement of the appropriate disciplinary action is only available from the League President and members of the LZBSA Board.
- E. Collisions – The intent of this rule is to encourage base runners and defensive players to avoid collisions whenever possible.
 - (1) When there is a collision between a runner and a fielder who clearly is in possession of the ball, the umpire shall judge:
 - a) Whether the collision by the runner was avoidable (could the runner have reached the base without colliding) or unavoidable (the runner's path to the base was blocked) or,

- b) Whether the runner was actually attempting to reach the base or plate, or was he attempting to dislodge the ball from the fielder.

PENALTY – If the runner, a) could have avoided the collision and reached the base, or b) attempted to dislodge the ball, the runner shall be declared out, even if the fielder loses possession of the ball. The ball is dead and all base runners shall return to the last base touched at the time of the interference.

Ruling 1: If the fielder blocks the path of the base runner to the base or plate, the runner may make contact, slide into, or collide with a fielder as long as the runner is making a legitimate attempt to reach the base or plate.

Ruling 2: If the collision by the runner was flagrant, the runner shall be declared out and ejected from the game. The ball shall be declared dead.

- (2) If the defensive player blocks the base (plate) or base line without the ball, obstruction shall be called. The runner is safe and a delayed dead ball shall be called.

Ruling 1: If the runner collides flagrantly, he shall be declared safe on the obstruction, but will be ejected from the game. The ball is dead.

Clarification

Malicious Contact: Any player who, in the judgment of the umpire, maliciously runs into another player is automatically ejected and is declared out. The Manager should insure that players and coaches understand that malicious contact is illegal. The majority of intentional collisions occur at home plate where the catcher is blocking the plate. Runners should be instructed to slide directly to the plate, or away from the catcher, to avoid making contact with the catcher, especially when the defender is in possession of the ball. Umpires have been instructed that, if there is any intentional and excessive force or if there is any intent to injure another player, the offending player shall be ejected from the game. The malicious contact penalty will be enforced whether committed by an offensive or defensive player. Any player ejected by an umpire is automatically removed from the game and the bench.

1.03 Rain Outs or Other Postponed Games

- A. When a game is rained out or must be rescheduled, all rainout games may be played on Sunday during the same time slot. The league President will inform the teams when the game is rescheduled so arrangements can be made for umpires and field sets. Ultimately the league President has final authority for rescheduling of games.

- B. Failure to play on the assigned date may result in forfeiture; games rescheduled on Sundays may not be played before 9:00 am.
- C. Suspended games are a continuation of the originally played game. The original lineup will remain, and the same rules will apply as if the original game had been played in its entirety. Late players will be added to the bottom of the batting order. The pitching rules for the week when the suspended game is played is also in effect. A suspended game can resume with eight (8) players.

1.04 All Play Rule - Continuous Batting Order

- A. All players present and eligible for the game shall be listed in a continuous batting order, which is in effect for the entire game. All players must bat in their position in the order, whether or not they play in the field. Each manager will submit a listed batting order, including player name and number, to the opposing team manager and patched umpire, 15 minutes prior to the start of the game. Players arriving late to the game must be placed at the end of the batting order. If a player leaves before the end of a game, that player's position in the batting order will be eliminated and such elimination will not constitute an out.
- B. All players must play at least four (4) full innings in the field per game. Late arriving players will play an appropriate, prorated amount of innings. Violations to the play rule may cause the manager or coach to be suspended.
- C. Once the game has started, if, due to injury, illness or ejection of a player, a team has only 8 players remaining, that team will be allowed to complete the game. An out will be called each time the missing player comes up in the batting order. Less than eight players will result in a forfeit regardless of the score or the inning.
- D. To field a legal team, a 15-minute grace period on the umpire's watch will be allowed before a forfeit is called. We will try to get all games played but not at the risk of causing an excess delay to the start of any other game.

1.05 Game Rules and Time Limits

- A. Each game is seven innings unless extended due to a tie. No new inning can start after 2 hours 45 minutes.
- B. New innings are considered started immediately when the third out is made in the bottom half of an inning.
- C. A game will be official if it is called by the umpire after 4 1/2 innings (if the home team is leading), or after any part of the bottom of the 5th inning in which the home team is

leading, or after 5 complete innings. If a game is called before it is official, it is considered as not having occurred as far as pitching rules, substitution rules, player statistics, etc.

- D. The umpire has the sole discretion of calling a game because of weather, darkness, etc. When lightning is detected, the delay of game is usually 20 minutes, not to exceed two twenty minute periods, pending umpire's ruling. In the event of a tie game, the game is suspended and must be completed later.
- E. The mercy rule is in effect if a team is 12 runs ahead after 5 innings (4 1/2 if the leading team is the home team). That team wins the game and the game is over provided that the home team completes its turn at bat if it is the team behind in the score.
- F. The winning team is responsible to report the winning score, the name of the pitchers used by each team and number of innings pitched by each, and the names of all borrowed players used by each team.

1.06 Borrowing Players Rule

- A. A team must have 9 eligible players including at least 8 of its regular Colt players in order to play a game. For standing purposes, a forfeit will result if a team has less than 8 of its regular Colt players. After a forfeit is declared, managers and the umpire may agree to play a game, which shall follow all rules noted herein. If after a forfeit is declared, should a team subsequently have 8 or more regular Colt players, the forfeit may not be overturned.
- B. Any player may be borrowed from a Colt team: first from the team having a bye the day of the game (if byes are applicable in the current season), secondly from another Colt team, and lastly from LZ Youth 14 Cougars. Byes are sometimes scheduled, depending on the number of teams in the current year. The definition of byes for the purpose of Borrowing Players is not considered, forfeitures, suspended games, postponed games, or players who may have missed his last game for whatever reason, or players ejected from his last game. A team can borrow no more than a total of one player for any one game as the team's 9th player in the batting order. For safety reasons the Colt League does not borrow players from the Pony League. Colt League players are ages up to 18 years old, and for obvious safety reasons a 13 and 14 year old in-house Pony League player should not be playing against this age group.
- C. Borrowed players will play at least the required minimum number of innings as regular Colt players, but will not be allowed more innings than rostered players. Borrowed players must bat at the end of the batting order.
- D. Borrowed players are not permitted to pitch, but can play any other position.

- E. Before a borrowed player is placed on the game line up card, the Player Agent or Colt League President must be called for approval.
- F. During the Colt League World Series Tournament, borrowed players are not permitted. A team must have 9 of its own eligible players in order to play a game. For standing purposes, a forfeit will result if a team has less than 9 of its regular Colt players. After a forfeit is declared, managers and the umpire may agree to play a game, which shall follow all rules herein. If after a forfeit is declared, should a team subsequently have 9 or more regular Colt players, the forfeit may not be overturned.

1.07 Pitching Rules

- A. Only one player may pitch a maximum of three (3) consecutive innings per game. All others may pitch a maximum of up to two consecutive innings per game.
- B. One pitch (one throw) constitutes one full inning pitched.
- C. A pitcher, once removed, cannot re-enter as a pitcher.
- D. All balks will be called. No warnings will be given.
- E. If a pitcher hits three (3) batters in the course of one (1) inning, that pitcher must be removed from the mound. If a pitcher hits three (3) batters during the course of the game, that pitcher must be removed from the mound.