

LZBSA MINOR LEAGUE RULES

Revised April 2011

The official Little League baseball playing 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 little league rules.

1.0 Manager, Coach, Player and Parent Responsibilities

- A. Managers, coaches, players and parents 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 or any other equipment to display anger, frustration or displeasure. Violators may be removed from the game, at the discretion of the umpire, for flagrant violations.
- C. Swearing by managers, coaches, players or parents, 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 or parents may be ejected and subject to disciplinary action. The minor league is an instructional league for everyone, please be patient with everyone involved. Remember, the umpires are kids, too.
- F. All manager and/or head coaches will be responsible for their teams, including 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, rule violations, disciplinary action, equipment, knowledge of playing rules, LZBSA responsibilities, etc.
- G. The position of manager is a privilege retained for one baseball season. At the completion of the season, each manager’s privilege will be reviewed by the league president and/or the manager review committee, umpire in chief and the respective vice commissioner.

1.01 Rain Outs Or Other Postponed Games

- A. When a game is rained out or must be rescheduled, the league president is responsible for rescheduling the game on the first available date.

- B. Failure to play on the assigned date may result in forfeiture; games rescheduled on Sundays may not be played before 12:00 noon without LZBSA board permission.

1.02 Minor League Structure

- A. The number of teams will be determined by the number of registered players. The league will be divided into *two* divisions, one division consisting of 9 year old players and the other division consisting of 10 year old players. The schedule and number of games to be played each year will be determined by the league president.
- B. At the end of the regular season, there will be a post season tournament. All teams will be eligible to participate in the post season tournament.
- C. Each team will be comprised of a maximum of thirteen (13) players and in no case will a team have less than ten (10) players. (COVERED BY DRAFT RULES.)
- D. In the event the number of registered players necessitates the creation of expansion teams, those teams will be held to the same roster requirements, if possible. It will be the responsibility of the league president and vice commissioner to determine the most appropriate means of rostering the expansion teams.

1.03 Minor League Draft Procedure

See attached.

1.04 All Play Rule - Continuous Batting Order - Infield Participation

- 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 prior to 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. Exception: if a player is ejected, such subsequent at bat is an out.
- B. No player can sit on the bench for more than one (1) consecutive defensive inning. Any player that sits out one (1) inning is required to play in the field the next full inning. All players must play at least four (4) full innings in the field per game, if 12 or fewer players are in attendance. Late arriving players will play an appropriate, prorated amount of innings. Violations to the play rule may cause the manager to be suspended. In the spirit of fair play, all players should play approximately the same number of innings. If a team

fields 10 players for a game, no player on the team can sit more than one (1) inning defensively. If a team fields 11 or more players for a game, every player on the team must sit at least one inning defensively and no more than two times defensively.

- C. Each player must play at least one (1) inning in each game at an infield position AND one (1) inning at an outfield position, unless the manager believes that by doing so the player will be at risk of injury. If the coach believes a player will be at risk by playing an infield position, they must advise the parents of their decision in advance, stating the reasons for the decision.

1.05 No Balk Rule

Balks will not be called in the minor league.

1.06 Game And Last Inning Time Limits

- A. There will be a time limit on all games, except for the playoffs, the all-star and position round games.
- B. No inning shall start after 2 hours after the start of the game. Note: an inning is considered to be started as soon as the last out of the previous inning has been made.
- C. Before each game the managers and home plate umpire will agree on the official starting time and the watch or clock that will be used to determine the time. The home team's official scorer shall record the official starting time in the home team's score book.
- D. All games must end by sunset/dusk when played without lights.

1.07 Four Run Limit Rule

- A. Except for the sixth inning of the game and extra innings, only four (4) runs may be scored by each team in each inning. Upon scoring the fourth run, the umpire will declare the play dead and the defensive team shall leave the field.
- B. During the sixth inning of the game and extra innings, the four (4) run limit will be lifted. However, no batter can come to bat more than one (1) time in an inning (except playoffs or if 1.07c applies). If the game is shortened due to time limits or for any other reason, the four run limit will remain in place during the last inning. The four run limit is only lifted in the sixth inning and in extra innings.

- C. If teams of unequal roster size are playing, then both teams will be allowed to bat an equal number of batters in the sixth and all extra innings. The number of allowed batters will be equal to the **larger** roster.
- D. Should time permit, in the event of a tie after six (6) innings, the teams will continue to play additional innings in the same manner as the sixth inning until a winner is determined.

1.08 Dead Play Rule

- A. Base runners may not advance beyond the base they are headed toward once the defensive team has returned the ball to the pitcher, and the pitcher is on the mound. The umpire will ask the runner to return to the previous base if he is not halfway between bases when the ball reaches the pitcher on the mound. If the pitcher makes a play on the runner by throwing the ball, the runner may advance one (1) base.
- B. Delayed steals (steals when catcher is throwing the ball back to the pitcher) will not be allowed. When the catcher is throwing the ball back to the pitcher, the play is considered dead. The umpire will be responsible for determining whether a delayed steal has occurred.

1.09 Stealing, Bunting And Tag Up

- A. Tag ups on fly ball outs will be allowed.
- B. Base runners who attempt to reach a base incorrectly may be put out by the defense by a play. Base runners incorrectly reaching a base safely will be sent back to the previous base.
- C. Bunting with runners on third base is allowed, runners may advance at their own risk.
- D. A fake bunt is not permitted. A fake bunt is when a batter squares off to bunt and then pulls back and swings at the pitch. Any player who attempts a fake bunt is automatically called out and runners are returned to the base they occupied before the fake bunt was made.
- E. Players may not advance to second base on a walk.

A-9, A9.1 apply to the 9 year old division

- A-9 Once the pitched ball has crossed home plate, the base runner may lead-off or attempt to steal second or third base. If a play is made on the base runner attempting to steal second

or third base, the runner may NOT advance to the next base. No runner may advance beyond the base they are attempting to steal. Once a player reaches third base, the runner may only advance home on a batted ball or if forced in via a walk.

- A9.1 The base runner may only steal one base per batter. Thus, if the base runner advances to the next base as result of a stolen base, then he may not attempt to steal another base until the at-bat is completed, either with the batter being out or by reaching base safely.

A-10 and A-10.1 apply to the 10 year old division

A-10 Stealing home is allowed.

A-10.1 Once the pitched ball has reached the catcher, the base runner may lead-off or attempt to steal second or third base. If a play is made on the base runner attempting to steal second or third base, the runner may advance to the next base. If a play is made on a runner attempting to steal second, the runner may not advance to home unless there is a play made on the same runner while he is advancing to third base. No runner may advance beyond the base they are attempting to steal unless a play is made on that runner.

1.10 Sliding On Close Play - No Contact Rule

- A. All players must avoid contact, unless sliding.
- B. A base runner not complying with the rule will receive one warning and an automatic out (and ejection at the umpire's discretion can occur on first offense). A second offense by any player on the team will result in automatic ejection of that player.
- C. Head-first slides are only permitted when a player is returning to a base after having previously reached that base safely. Any player that violates this rule will be called out.

1.11 Courtesy Runner For Catcher

A courtesy runner must be used for the catcher when the catcher is on base with two outs. The courtesy runner will be the player who made the last out of the inning.

1.12 Borrowing Players/Minimum Players

- A. Teams from the 10 year old division will borrow players from the 9 year old division. Teams from the 9 year old division will borrow 8 year old players from the Tyro League.
- B. During the regular season, teams with less than nine (9) or eight (8) players available to start a game may borrow up to THREE players in order to bring roster up to nine players. During the playoffs, only ONE player may be borrowed.

- C. Players may be borrowed to play up only once during the regular season and only once during the playoffs. Players that were borrowed during the regular season are eligible to be borrowed during the playoffs. The manager of the borrowed player must be called to confirm the borrowed players eligibility.
- D. All teams need a minimum of eight (8) players to start a game. If eight (8) players are not available to play by scheduled game time, the team will forfeit. Even though a forfeit is called, the league encourages the two managers to play the game with players borrowed from each other. Remember, this is an instructional league and we want the players to play as often as possible. For teams playing with eight (8) players, the ninth position of the batting order will be an automatic out.
- E. Teams wanting to borrow a player must contact the player's manager first to confirm eligibility. Borrowed players must be reported to the minor league player agent. A specific player may only be borrowed to play up once for the league.
- F. It is the manager's responsibility to verify that a borrowed player is eligible and has not previously been borrowed according to 1.12C, and to verify this player's status with the borrowed player's regular manager, parents AND the minor league player agent. All violations of the borrowed player rule will result in forfeiture of the respective game and additional penalties at the discretion of the League President and Vice Commissioner.
- G. Borrowed players will play at least the required minimum number of innings, but will not be allowed to play more innings than rostered players. Borrowed players must play the outfield only. No borrowed players can play the infield or pitch. Borrowed players must bat last in the batting order.

1.13 Pitching - Refer To Little League Rule Book

- A. Any player on a team roster may pitch. Borrowed players are not eligible to pitch.
- B. During the regular season, a player may pitch in a maximum of two (2) innings per game and six (6) innings per week (***Monday through Sunday***). One (1) calendar day of rest is mandatory after a player pitches any number of innings in a game. One pitch thrown is considered an inning pitched. A pitcher may pitch a maximum of three (3) innings per game ONLY during playoffs or in a situation where the team plays games on consecutive days. Days of rest and maximum innings per week remain the same. Note 1: A pitcher who pitches 3 innings in a game cannot play the position of catcher. Note 2: To prevent injury, it is recommended that the **maximum** number of pitches (pitch count) for minor league regardless of the number of innings is 50.
- C. Once a pitcher is removed, that player may not pitch again in the same game.
- D. Rain out/make up game pitching eligibility; innings will not transfer from the rained out/cancelled game to the rescheduled game. Regardless of the circumstances, all teams

and pitchers will follow the guidelines as set forth in the Little League Rule Book on pitching eligibility per week.

- E. Intentional walks are not permitted at the minor league level.
- F. There will be no “quick pitch.” The batter will be allowed to get set in the batter’s box and the pitcher will come to a set position before he pitches the ball.

1.14 Hit By Pitcher

- A. If a pitcher hits two (2) batters in one (1) inning, that pitcher must be removed from the mound.
- B. If a pitcher hits three (3) batters during the course of the game, that pitcher must be removed from the mound.

1.15 Playoff Pitching Eligibility

To Be Determined.

1.16 Infield Fly Rule

An infield fly is a fair ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The batter is out and the ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as any fly ball. If the hit becomes a foul ball, it is treated the same as any foul ball.

1.17 Regulation And Suspended Games

- A. A regulation game consists of six (6) innings unless extended by a tie score or shortened at the direction of the umpire.
- B. The home team’s score book is the official book. Teams should compare scores with each other periodically during the game to avoid any potential controversy.
- C. If a game is called, it is a regulation game - (1) if four innings have been completed; (2) if the home team has scored more runs in three or three and a fraction half innings than the visiting team has scored in four completed half innings; (3) if the home team scores one or more run in its half of the fourth inning to tie or win the game. If a game is called after

the start of the fifth inning, any partially completed inning will not count, unless the home team has scored one or more runs in its half of the inning to tie or win the game.

- D. If a game is called and it is not a regulation game (i.e., one of the requirements in part B is not met), the game will be rescheduled and start over from the beginning.
- E. When lightning is sighted, the game will be immediately suspended. Players and coaches will immediately retreat to safety (e.g., car/building). After 30 minutes, play can resume. If lightning is sighted again (after the 30 minute period), the game shall be called. See Little League Book for more detail.

1.18 Catcher's Protection

Players playing the position of catcher shall wear a protective cup at all times. However, it is generally recommended that all players wear a protective cup at all time.

1.19 Visits to the Mound

- A. A pitcher is allowed no more than two (2) visits by any combination of managers, coaches or parents to the mound during an inning. Upon the 3rd visit in any inning, the pitcher must be replaced.
- B. A pitcher is allowed no more than three (3) visits by any combination of managers, coaches or parents to the mound during a game. Upon the 4th visit of the game, the pitcher must be replaced.
- C. A visit constitutes any of the above mentioned persons from the defensive team stepping across the foul lines onto the playing field during the defensive teams half inning. Note: For the purposes of a coaches visit, the defensive teams half inning starts after warm-ups are completed and play has started for the half inning.

1.20 Field Size

- A. The distance between the bases shall be 60 feet.
- B. The distance between the pitcher's mound and home plate shall be 46 feet.

1.21 Style/Type Of Play

- A. Standard baseball rules will apply. There will be no fungos, batting tees, limits on walks or runs scored from walks (exception for 4 run and last inning rule). All players should

be encouraged to swing/hit. Umpires will be informed to call a wide strike zone, ball-width on either side of the plate, knees to shoulder, to encourage hitting.

- B. No bat with a barrel larger than 2-1/4 inches in diameter will be allowed.

1.22 Other Rules

- A. Each team shall give 1 game ball to the umpire prior to the start of the game.