

Spring League 2010

Official League Rules - *REVISED RULE 3/5/2010

- Alcohol/Smoking/
Pets** Due to rules of the Boys & Girls Club the following is not allowed:
- 1 there is **NO** alcohol or smoking of any kind allowed at the Boys & Girls Club.
 - 2 there are **no pets/animals** of any kind allowed at the Boys & Girls Club.
- Rosters:** There are (2) roster requirements:
- 1 An opening day roster - due February 19, 2010.
 - 2 Tournament roster - due May 6, 2010.
1. The reason for the tournament roster is because of injuries and players not being able to participate on a consistent basis during the Spring League. This will prevent teams from loading up teams prior to the tournament. **NOTE:** for a player to be eligible, for the tournament, a player **MUST** play in at least 5 league games - **NO EXCEPTIONS.**
 2. Players **CANNOT** play on 2 different teams in the same age division. Players can play up an age division.
- Bats/Spikes:** Big barrel bats are allowed. Softball bats are not allowed. **Metal Spikes are allowed for 12u league only.**
- No EH/ DH Optional:** Teams may bat 9 players, 10 players or their entire line-up. However, for teams electing to bat their entire line-up, if a player leaves the game for sickness, injury or ejection his team will **NOT BE** penalized an out when this player's turn to bat comes up. If a player is ejected and his turn comes to bat, his team **WILL BE** penalized with an out. Teams electing to hit 9 or 10 player line-ups must maintain that number for the entire game. The DH may be used for any player.
- Defensive
Substitutions:** Players must be in the offensive line-up to play defense. Then defensive substitutions are unlimited.
- Coin Flip:** A coin flip will be done to determine home team for all league and tournament games.
- Home Team:** Will be the official book.
- Re-Entry:
Sliding/** Starter may enter one time to the same spot in the batting order.
- Base Runners:** Must slide or avoid when the defensive player has the ball or is ready to make a play. Failure to do so, in the umpires' determination could result in an ejection from the game. **No sliding headfirst into home plate. If a player slides headfirst into home plate, he will be declared automatically out.**
- Speed up Rule:** A courtesy runner may be used for the pitcher or catcher with less than 2 outs. A mandatory runner must be used for the pitcher or catcher with 2 outs. Teams hitting the entire line-up must use the last recorded out.
- Offensive Changes:** Must be reported to the home plate umpire.
- Meetings:** Eliminate all team meetings before going out to play defense. This will be enforced.
- Ejections:** If a manager or coach is ejected from a game, they will receive an automatic 1 game suspension. The ejection will be reviewed. Upon review a longer suspension could be imposed. If a parent is ejected for any reason, they will no longer be allowed inside the fenced in area at the Boys & Girls club. If a player is ejected for any reason, that player will receive an automatic 1 game suspension. The ejection will be reviewed. Upon review a longer suspension could be imposed.
- Pitching Rules:**
- a) Once a pitcher is removed from the game, he may not re-enter that game as a pitcher.
 - b) Coaches must remove the pitcher upon his 2nd trip to the mound in the same inning.
 - c) Use good judgment.
 - d) **No warning on balks.**
- Dropped 3rd Strikes/
Leads:** Runners may run unless first base is occupied with 1 or less outs. If 1st base is occupied with 2 outs runners are allowed to run on a dropped 3rd strike. Lead-offs are allowed.
- Protests:** No protests are allowed on judgment calls made by the umpire. Protests will be handled at the time of the protest and not after the game. Umpires may confer with LVBA staff on rule interpretations.

**League Play
Tie Breakers
For Seedings:**

Best record, head to head, fewest runs allowed, and coin flip. ***TIES WILL BE ALLOWED.**

**Suspended-
Completed Games:**

A game shall be ruled as official and complete if it is called by the home plate umpire due to rain, inclement weather, lighting failure or other reasons beyond our control - provided 4 or more complete innings have been played. If 4 innings have not been completed, the game shall be suspended, and resumed from that point, when safe play can be resumed. If a game is ruled a complete game but the next full inning has not been completed, the final score will revert back to the end of the last completed inning.

**League Game
Time Limits:**

No new inning will begin after **1:45** for all ages.
If games end in a tie after 6 innings, they may be played out until time limitations occur - 1:45.

**Championship
Time Limits:**

There will be no time limit for the championship game in any age division.

**Pitching/Base
Distances & Innings:**

12u - Pitching 50', Bases 70' and 6 inning games or teams may continue to play until the 1:45 time limit.
***10-11u** - Pitching 50', Bases 70' and 6 inning games or teams may continue to play until the 1:45 time limit.
9u - Pitching 46', Bases 65' and 6 inning games or teams may continue to play until the 1:45 time limit.

Batting Cages:

Cages will be available to teams 1 hour before your scheduled game. You must be out of the cages ½ hour before your scheduled game time. Teams must share cages. **No infield between games. Coaches may hit ground balls to players on the outside of the foul lines before games.**

Forfeits:

Teams must start each game with 9 players. Teams may finish a game with fewer players. Forfeits will be recorded as a 6-0 score.

***Offensive Innings:**

9's – 1 time through the line-up
10-11u – play the inning out.
12's – play the inning out

Game Format Rules:

Offensive Rules

***Run Rules:** *10 runs after 5 innings - **Tournament games included.**

Rule - (A) **During the regular season the following rule will be used for offensive teams:
Teams may hit through their line up 1 time per offensive inning.**

1. However, if the last hitter is walked, hit by a pitch or there is catcher's interference, that hitter will be allowed to take his base. The lead off hitter will then be allowed to hit. If one of the same circumstances occurs to the lead off hitter the above mentioned rules will also apply. **The above rule will be allowed until a ball is put into play or that hitter strikes out regardless if it is the third out or not. Then the teams will switch from offense to defense.**
2. In using the speed up rules for the season the following will be allowed: if a run/runs score **without** the 3rd out being recorded all runs that score will count.

***Close**

Game Rule:

If the two competing teams are within 5 runs of each other going into the last inning (**6th inning only**), Rules (1) & (2) will be waived. Offensive teams will be allowed to hit until 3 outs are recorded. **This rule will (ONLY) apply if teams have reached the 6th inning.**