

Lamar Parks & Recreation - Baseball Rules

Taken largely from Little League Rules with modifications

Grades for Teams	Game Length	Base Path
Junior 2 nd – 3 rd	1 Hour	60ft
Minor 4 th – 5 th	1 hour 15 min.	60 ft.
Major 6 th -7 th	1 hour 30 min	60 ft.
Senior 8 th -9 th – 10 th	1 hour 45 min	90 ft.

If any league does not have enough players to form adequate number of teams (as determined by the Recreation Board and Recreation Director) leagues may be combined for the single season.

CONDUCT

The parent/guardian of every child signs a code of conduct on the registration form that says;

The league may release any child from playing and/or refuse any adult, whether coach, parent or spectator the privilege of attending any practice, game or event for violent or abusive behavior or inappropriate language toward any player, official or other spectator.

All players and coaches should demonstrate the highest degree of sportsmanship at all time. Cursing, fighting and/or throwing equipment, abusive, threatening, or intimidating language, or any intentional physical injury to players, coaches or umpires is grounds for asking the offending player, coach or spectator to leave the game. A repeat incident is grounds for the offender to be removed from the game, the league, or from the spectators stands for the rest of the season. Any further incidents may result in the player coach or spectator being permanently barred from any further league games that season and also from any future Recreation Department event. Bad sportsmanship, or violence, will not be tolerated.

All-Play Rule

Lamar recreation leagues are “All –Play” leagues. Every child will be given equal, or nearly equal, playing time, both in the field and at bat. An exception to the rule may be made for players who have missed the two previous practices for the game. They must be allowed to play, but can be reduced in playing time by half, at the discretion of the coach. If a violation of the rule occurs due to the game’s being called for circumstances beyond the control of the coach/league, every effort will be made to place the shorted player in the first-play lineup for the immediate next game.

1. Prior to each game, the umpire will hold a brief meeting at home plate to discuss field rules. Coaches are required to participate in this meeting The coach for each team shall give the official scorekeeper a roster of players, in batting order
2. Alcoholic beverages and tobacco in any form are prohibited on the field or in the dugout.

Lamar League “Long/Short” Rule

This rule is explained by this example: and is in effect for every league game

If a team is supposed to field nine players:

- a. If both coaches agree before the game they may play 10 players. Both MUST agree. (The LONG part of the rule)

- b. If one team fields 8 there is no penalty, except that they play one man short.
- c. If the team can field 7 there is a one-out penalty every time the 8th player would come to bat.
- d. If the team cannot field 7 – the team forfeits.

At this point any registered player in that division may play a “pick-up” game so long as coaches and umpires agree, and time is not a factor.

Slide Rule

The slide rule is in effect for every league game. If a fielder has opportunity to field the batted or thrown ball, and is in process of making a play, the runner cannot intentionally run into the fielder. The runner must slide to avoid a collision if possible. If the runner fails to do so, runner is out. Calls are the discretion of the umpire.

Games

1. Games shall consist of **at least** three complete innings, run the time limit, or shall satisfy the run rule.
2. No team shall play three games in one day, and may not play more than one double-header in a calendar week. A game being completed from a prior day’s rain out- is not considered a DH.
3. Umpires shall not allow a new inning to start with less than five minutes of time to play

All Divisions

1. Must field 9 players, 3 on the outfield grass, with catcher in position in full gear (including a cup for boys) If fielding 10 by mutual agreement of coaches prior to game, 4 on the outfield grass.
2. The “Short” rule and the slide rule are in effect
3. Run Rule: a game will be called and the winner declared if one team is ahead at the following points: 12 after 3 innings, 8 runs after 4 innings.
4. All players bat. Bat the line-up, not the entire team roster. If a player sits out an inning and does not field, he is not on current line-up.
5. Base coaches must be adults, not players
6. Bat boys or bat girls are not allowed.
7. Players shall be in league uniform to play. Jewelry should be removed.
8. All players shall be on the bench or in the bullpen while their team is at bat.
9. Batters shall wear batting helmets while warming up in the batter’s box or designated batting circle. If no batter’s circle is marked, it should be beside of the entrance to the dugout,
10. When team is on defense, all reserve players shall be in the dugout or bull pen.
11. A manager or coach shall not enter the playing field except with permission of the umpire
to A. to confer with a player B. confer with an umpire C. coach at a base

12. A manager or coach may stand outside of, but within 3 feet of the gate to the dugout. Dugout gates should remain closed

Junior Division

1. An inning has three outs, through the batting order once, or 7 runs – whichever comes first.
 - A. If the last batter on the lineup for that inning is up to bat, the offensive team must notify the umpire and the defense. If it will be the 3rd out, the out may be made anywhere. If not the 3rd out, play is over when the catcher has possession of the ball and touches home plate.
 - B. An “at bat” will consist of 3 strikes or five pitches. There are no strikes ‘called’ only swing-and-miss. If the 5th pitch is fouled, pitches continue for another pitch, until there is another strike or passed pitch. If, in the opinion of the umpire, there is an errant pitch, another pitch will be thrown.
2. A ball is dead when the pitcher has control of the ball in the pitching circle – a 12-foot circle with the pitching mound in its center- and has stopped live play. If a runner is more than half way to the next base when the pitcher takes the circle, the runner is awarded the base. The umpire shall make all judgment calls regarding this. If the pitcher puts the ball back into play it is live.
3. Stealing is permitted to 2nd and 3rd bases only, **NOT to HOME** -1 base per pitch. Base runner may not leave the base until the ball has crossed home plate. Leaving the base early will result in a dead ball, with the pitch being re-thrown and the runner returned to previous base. **CLARIFICATION:** The ball continues to be in play until it is in the pitcher's circle and under the pitcher' control. Running home on an overthrow is NOT stealing, as the ball is still in play.

Minor Division

1. An inning has three outs, through the order once, or 7 runs – whichever comes first.
2. If one team has fewer players, they begin their ‘at bat’ at the top of the order. Thereafter, the same number of batters bat. The team with larger number keeps their batters in order, the number of batters bat and they begin where last inning left off.
3. Base coaches must be adults, not players.
4. Runners may not lead off. They must be touching the base they occupy until the pitcher delivers the ball to the batter. Stealing is permitted.
5. A ball is dead when the pitcher has control of the ball on the pitching mound. If a runner is more than half way to the next base when the pitcher takes the circle, the runner is awarded the base. The umpire shall make all judgment calls regarding this.

Major Division

1. May have two adult base coaches on the field, one at third base, one at first. Base coaches must stay in their designated are, and coach only to their own team.

2. Runners may not lead off. They must be touching the base they occupy until the pitcher delivers the ball to the batter.
3. Games shall consist of six innings, unless time is expired. Any game called for weather shall be "complete" if three innings have been completed. An incomplete game shall be started at the point it was interrupted.
4. Play ends if in the sixth inning the visiting team fails to make go ahead run, or when home team makes go ahead run.

Senior Division

1. At the beginning of the game the coach may designate a hitter for a particular player, on the batting order.
2. Steel cleats are allowed on Senior League on field 2 only. If a player injures another player with his steel cleats, he will be subject to possible expulsion from the game, if, at the discretion of the umpire, the injury was avoidable or intentional.
3. May have two adult base coaches on the field, one at third base, one at first. Base coaches must stay in their designated area, and coach only to their own team.
4. Games shall consist of seven innings, unless time is expired. Any game called for weather shall be "complete" if three innings have been completed. An incomplete game shall be started at the point it was interrupted.
5. Play ends if in the seventh inning the visiting team fails to make go ahead run, or when home team makes go ahead run.

Pitchers

1. In case of illness or injury to one of the pitchers, a substitution may be made for that pitcher.
2. No player shall intentionally discolor or deface a ball, or wear anything on his uniform that resembles a ball.
3. A pitcher may take up to eight practices / warm up pitches to another player. Only players may warm up a pitcher - no Adult Coach, Referee, Ump, or Base Coach. Anyone warming up a pitcher must wear protective gear while doing so.
4. Coaches may come to the mound twice in an inning (and/or only twice with any one batter) and no more than four times in a game for the same pitcher. The fourth time, that pitcher must be removed. The catcher is the only other defensive player allowed to confer with them.
5. Any player on the team may pitch.
6. Delivering one pitch constitutes pitching in an inning.
7. Only five pitchers may be used in any one game.

Junior

1. The pitching machine will be set 34 feet from home plate, set at 50-54 rpm.
2. A trained adult from the at-bat team will feed the balls, but **MAY NOT** coach the team at the same time.
3. If the batted ball hits the machine or the person feeding the machine, one base will be awarded.

Minor Major & Senior

1. If a pitcher pitches 1 less than the pitch count in any one day, one day of rest is required before he is allowed to pitch again. (if he pitches Monday he is eligible to pitch again Wednesday.)
2. If a pitcher pitches 1 more than the pitch count in any one day, 3 full days of rest are required before he is allowed to pitch again. (If he pitches Monday he is eligible to pitch again Friday)
3. A pitcher is allowed only 2 times the pitch count in any calendar week.
4. A pitcher once removed, may not return to the game as pitcher in the same game.

Dead Ball

A pitched ball becomes dead and runners advance one base (or return to base safely) if:

1. It touches a batter or batter's clothing while in batter's box. The batter must attempt to dodge to be awarded a base.
2. An illegal pitch is committed.
3. A ball is illegally batted.
4. A foul ball is not caught.
5. A fair ball touches a runner or umpire in fair territory, before it touches an infielder.
6. A fair ball touches an umpire before it has passed any infielder, including pitcher.
7. The plate umpire interferes with the catcher's throw, unless the throw successfully gets the runner out.
8. A pitched ball lodges in catcher's or umpires mask or body protection.
9. The umpire calls 'time' for any reason (no advancement or safe return).

Batting

1. Batters shall place both feet in the batter's box.
2. If a batter refuses to take his proper position, the umpire shall call "Play" and shall call a strike for every ball thrown until the batter takes his position.
3. A batter is out if:
 - A. He bats a ball when one or both feet are outside the batter's box.
 - B. He intentionally interferes with a bunted ball on the way to first base.
 - C. He bats out of order.
 - D. Moves from one batter's box to the other when the pitcher is ready to deliver the pitch.
 - E. He interferes with catcher's ability to field a ball.
 - F. A fair or foul ball is caught before it touches the ground.
 - G. The batter is tagged out or forced out at any base or home plate.
 - H. Receives three called or swing and miss strikes (except junior division – see rules).
4. A batter shall wear a batting helmet at all times when in live ball territory

Running

1. A runner shall be called out if:
 - A. He runs more than 3 feet away from the base line, unless he is attempting to avoid colliding with a defensive player who is obstructing.
 - B. He intentionally interferes with a thrown ball.
 - C. Fails to touch bases in order, before touching the next base, or fails to touch home plate.

- D. Is touched by a batted ball.
- E. Passes a preceding runner.
- F. Occupies a base with a preceding runner.
- G. Fails to return to, or retouch a base when the play calls for it.

Substitutions

1. Any player removed for a substitution may re-enter the game once, providing:
 - a. His substitute has played at least six consecutive outs.
 - b. His substitute has had at least one turn at bat.
2. The player retains the same batting position as in the original line-up.
3. A pitcher, remove from pitching but remaining in the game, may be moved back to pitcher's position once in a game.
4. A pitcher removed from pitching for a substitution, may not reenter as a pitcher. (Does not include offensive substitution of a pinch hitter/runner for the pitcher).
5. If two or more substitute players enter the game at the same time, the coach shall immediately tell the umpire which player is substituting for which position.
6. If a designated hitter becomes a defensive player, he remains in the same order of the line-up as he was originally, unless he is replaced by his own substitute: at which time he becomes a substitute himself, and all rules of substitution govern.
7. A player on the batting order may not substitute as a "courtesy runner" for another batter on the line-up.
8. Substitutions for a pitcher must be made between batters unless the pitcher becomes incapacitated. The umpire is the sole judge of capacity.

Interference / Obstruction

1. If the umpire declares any batter/ runner out, for the cause of interference, all runners shall return to the base they legally touched last, before the interference, at the determination of the umpire.
2. Interference is any act by one team impede, hinder, or obstruct the fair play by the other team – see definitions.
3. Obstruction – the act of a fielder who is in the way of a runner, unless fielding or attempting to field, the ball. A fake tag is obstruction.
4. In any obstruction / interference, the ball is dead the moment of the interference.
5. A thrown ball that accidentally touches an umpire or base coach is alive and in play providing there is no intentional interference.

Forfeiture

A game shall be forfeited to the offended team when a team:

1. Is ten minutes late in appearing or in beginning play after the umpire calls "Play Ball."
2. Refuses to continue play after the game has started.
3. Delay more than one minute in resuming play after the umpire call "Play ball" or in obeying the umpire's order to remove a player for violation of the rules.

4. Persists in tactics designed to delay or shorten the game.
5. Willfully and persistently violates any of the rules after being warned by the umpire.

Official score of a forfeited game is 7 to 0, unless the game is forfeited after the number of innings required for a regulation game, and the offending team is behind. Then the score remains as recorded. If the offending team is leading, the score shall be 7 to 0.

Protests

Umpires will work to settle all problems on the field. Protest will be allowed for age and rule interpretations only. Rule Protest must be declared to the plate umpire before the next pitch following the dispute. All unsatisfied protests should be referred to the Parks & Recreation Director, detailed **in writing** at 1104 Broadway, Lamar, 64759. A determination shall be made and parties notified. A protest shall be considered only on the grounds of an illegal use of a rule, not on the consideration of a judgment call by an umpire.

You may not protest a game you have won. You may discuss a problem at any time.