

Lincolnwood Baseball Association

Minor League Rules

General Rules of Conduct

1. Teaching and enforcing good sportsmanship must be the primary goal of all coaches.
2. All coaches must take responsibility for controlling the behavior of each of his players, as well as parents and spectators. This extends to the display of good sportsmanship by coaches and players immediately after the game through post-game handshakes and until all participants have left the ballpark.
3. Derisive comments (heckling) of umpires and opposing players is not permitted.
4. Umpires have the authority to eject coaches and players for unsportsmanlike conduct.
5. After one (1) warning, the umpire may ask a coach to remove an offending spectator from the area or risk a forfeit.
6. All decisions of the umpire are final. No protests or appeals are permitted.
7. PLAYERS, COACHES, AND SPECTATORS ARE NOT PERMITTED DIRECTLY BEHIND THE BACKSTOP WHILE PLAY IS IN PROGRESS.

Rules Of The Game

1. All players must be in uniform for all games. All players shall provide their own baseball glove for use in the field. Only approved bats for Little League play may be used.
2. Athletic supporters and cups must be worn by all players, male and female, for all games and practices.
3. No metal spikes are allowed.
4. For safety reasons, no player may wear jewelry of any kind.
5. Each batter and baserunner must wear a helmet. A baserunner who removes his/her helmet while a game is in progress (ball in play and time not called) will receive one (1) warning. A second occurrence in the same game by the same player shall result in his/her being called out.
6. Catchers must wear a full set of protective equipment which shall be provided for by the league. Any player who “warms up” a pitcher prior to the start of an inning must wear a face mask and helmet.
7. The umpire shall issue a warning on the first THROWN BAT per player per game. The next time that player throws their bat, that player will be declared out.
8. Baserunners must slide to avoid contact with the fielder on any play at a base or home. The runner may be called out at the umpire’s discre-

tion if a failure to slide causes a collision or otherwise affects the play. In order to encourage coaches to instruct their players to avoid impeding the progress of a runner, the umpire may award an extra base to any runner whose progress to or past a base is impeded by any interference or obstruction by a fielder not making a play on a ball, regardless of whether the runner would have reached the next base successfully, and even though the ruling requires runners ahead of the impeded runner to advance.

9. A batter “hit by a pitch” will be awarded 1st base, provided that in the judgment of the umpire the batter has made an effort to avoid the pitched ball.

10. If a pitcher hits three (3) batters, who attempted to avoid a pitched ball, in a game, he/she must be removed from the mound.

11. Pitchers may pitch no more than three (3) consecutive innings or nine consecutive outs per game and no more than 4 innings or 12 consecutive outs in one week. There must be a 24 hour rest between pitching appearances. If an inning ends due to the seven run rule, the pitcher who is pitching at the end of that inning is charged with the outs that were pitched and any outs not used by the other team. If a pitcher enters during an inning, he/she may pitch the remaining outs in that inning plus the following innings until nine outs have been made.

12. **SUBSTITUTIONS**—Each available player is listed in the team batting order and must take their scheduled at-bats. A player may only sit out no more than one inning unless injured or other circumstance. Players may be freely substituted at all positions on defense except for the pitcher. Once a player has been removed from the pitchers position that player may not pitch for the remainder of that game. A pitcher who has thrown one (1) pitch to a batter shall be deemed to have played that position.

13. **USE OF INTERMEDIATE LEAGUE PLAYERS**—A coach may recruit up to three (3) Instructional League Players as may be necessary to avoid a forfeit, and only if such player(s) are not scheduled to play for their own teams at the same time. If nine or fewer rostered Minor League players are present, they all must play defense and bat for the entire game. If nine or fewer rostered Minor League players are present, the team may use the Instructional League player(s) to fill the remaining fielding positions and may bat up to 10 batters. The Instructional League players may be freely substituted in the fielding positions, except for pitcher. No Instructional League player may pitch for another team.

14. **DEFENSIVE COACHES** must remain in the dugout during game play.

GROUND AND GAME RULES

1. Unless otherwise stated herein, all customary rules of baseball shall apply.

2. Bases are set sixty (60) feet apart.
3. The pitchers rubber is forty four (44) feet from home plate. This measurement is made from the back tip of home plate to the front edge of the pitching rubber.
4. Bunting is permitted.
5. The "infield fly rule" applies.
6. Balks are not called.
7. The "dropped third strike" rule does not apply.
8. No intentional walks are allowed!! If the umpire rules that the pitcher is not making a genuine effort to pitch strikes to a particular batter, the umpire may award the batter an extra base.
9. Leadoffs are not permitted. A runner must maintain contact with the base until the ball either crosses home plate or is hit. If the runner leaves early on a successful steal, he/she shall return to the original base and receive a warning. If he/she leaves early on a ball hit in fair territory, he/she may be penalized one base at the umpire's discretion even if that results in the batter having to return to the preceding base and he/she shall receive a warning. If his/her leaving early allowed him/her to reach base on a play against that base, such as a force out, and the umpire believes that affected the play, he/she may be called out. Once a player has received a warning for leaving base too soon, that player shall be called out for subsequent violations of this rule.
10. Baserunners may steal 2nd and 3rd base, but may not steal home. Runners may advance from 2nd to 3rd, but not from 3rd to home on an overthrow made on a steal attempt. Runners straying past 3rd base on any "steal" play may be put out on a tag play and may not reach "safety" by continuing safely home.
11. Runners shall be awarded one extra base (defined as the base they are running to plus the next base) on a ball that is overthrown out of the field of play. The field of play consists of the area between the backstop, the first and third base fences, and the extension of the fences through the outfield. No runner shall be awarded home plate on a ball that is unintentionally thrown out of play. Once a ball has been thrown out of play, the play is ruled dead. A player in the field may not intentionally throw a ball out of play. If the umpire believes a player has intentionally thrown a ball out of play, then the umpire may award home base to a runner.
12. No delayed steals are allowed. Once a pitcher receives the ball and touches the rubber, the play is considered dead and runners may advance no further. Any base runner in motion at that time will proceed at his/her own risk and may be thrown out by the pitcher, even if he has "killed" the ball. If the umpire determines that the runners had been continuing their advance without hesitation before the ball was "killed", they may stay at that base. Otherwise, and even if the pitcher unsuccessfully plays on them after "killing" the ball, they shall be returned to the prior base.

13. All games will be six (6) innings. A game called due to weather conditions or darkness will be considered an official game after four (4) innings (or 3_ if the home team is leading) unless the score is tied. No _ inning should begin after sundown on a field in which there are no lights. Player safety is of prime concern. The decision of the umpire is final.

14. SLAUGHTER RULE—A team leading by ten (10) or more runs at the end of, or during the bottom half of, the 5th inning (4 _ innings if the home team is leading) will be declared the winner and the score is official at that point.

15. A maximum of seven (7) runs may score in any inning from the first through fifth inning. Play stops as soon as that 7th run crosses home plate. There is no run limit in the 6th or any extra inning.

16. The home team will use the third base dugout, supply two (2) new game balls and set the field. The home team will keep both game balls at the end of the game.

17. If the score is tied at the end of six innings, one additional inning may be played, if in the opinion of the umpire, an additional inning can be completed before darkness or ten minutes before the next scheduled game on that ballfield. Otherwise, or if the score remains tied at the end of the extra inning, the game will be recorded as a tie and each team will be credited with _ win and _ loss. The three inning limit on pitching will apply to extra inning games.

18. RAINOUTS AND SUSPENDED GAMES—All games must be played as scheduled unless weather conditions interfere. A game can only be postponed because of unplayable field conditions. The league coaches and parents responsible for checking the rainout hotline, at least one to two hours before scheduled game time as to whether or not games have been canceled on a particular day.

19. Coaches shall notify the league director of any postponed or suspended game. Postponed games shall be rescheduled to the earliest time that a field is available and both teams are not already scheduled to play. If a game has been suspended by the umpire after the 5th or 6th inning has begun, that game may be completed before the start of the next game when the same two teams are competing against each other, keeping the game situation as it was the moment the game was suspended. Coaches should do their best in keeping the same batting order, provided that the same players are present for the continuation of the suspended game. The three inning/nine outs rule for pitchers still applies to all continued games.

20. FORFEITS—If a team is unable to field a minimum of eight (8) players to begin a game, a forfeit will be declared and the win shall be awarded to the team able to field a team. If both teams cannot field a team, each team will forfeit the game and be charged with a loss. Forfeit time will be fifteen(15) minutes after the scheduled starting time.