

# **LYYA Baseball Rules**

*Drafted by the LTYA Baseball Rules Committee*

*LYYA Baseball Board*

*Updated 9/1/2023*

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# 1 Foreword

The Lake Travis Youth Association (LTYA) is a non-profit organization run by volunteers that has been providing youth in the Lake Travis area an opportunity to play sports at a variety of skill levels for many years.

LTYA Baseball is a recreational youth sports league that emphasizes participation over competition and education over performance. We strive to ensure that all participants, regardless of skill level, have the opportunity to play; we expect managers, coaches, and parents to maintain a safe, positive, and nourishing environment.

Our baseball program's home site is the Field of Dreams in Bee Cave, Texas. We serve the Lakeway, Bee Cave, Spicewood, and surrounding area but accept players from any community, regardless of residence.

Our baseball program offers every child ages 3 through 14 years the opportunity to participate regardless of ability, disability, skill level, talent or financial need.

This document represents the cumulative efforts of several LTYA Baseball Board members and volunteers. The main mission of establishing this document was to survey area baseball leagues to determine how well LTYA rules aligned with other programs. This information was then used to effect changes as necessary to be as consistent as possible with area programs while retaining LTYA's primary mission and local rules as much as possible. This document encompasses the following areas, superseding all previous rules documents:

- Leagues supported by LTYA Baseball
- Formation of teams
- Rules within each league
- League-wide rules

This document shall be the official rules for LTYA Baseball, and may only be changed through action of the LTYA Baseball Board. Please review the Revision History at the end of this document for a list of changes.

## **2 LTYA Baseball Basics and Policies**

### **2.1 Seasons and Games**

The league plays two seasons: Fall Ball and Spring Ball.

The fall season plays eight or more games (from September to November) with teams usually having two to three outings per week, including at least one game. Due to the smaller number of players, the Fall season is primarily focused on player development and will follow the American League rules for the Discovery (6U), Prospect (8U) and Rookie (10U) divisions unless otherwise noted.

The spring season plays 12 or more games (from March to May) with teams usually having three to four outings per week, including one or two games. This season is more competitive by nature.

The spring season is followed up with post-season All-Stars for those selected to a team. All LTYA All-Star teams participate in the Centex Series Tournament, which typically runs all four weekends in June. Games are played throughout the week and weekends. Both Fall Ball and Spring Ball games can be played on any day of the week.

### **2.2 Park Regulations**

The Board of Directors will not tolerate abusive language, use of drugs, alcoholic beverages or smoking within the facilities of LTYA. The use of profanity, loss of temper or abuse of equipment will NOT be tolerated and will be grounds for immediate removal from the game and LTYA facilities by an umpire or league official. If required, the Bee Cave Police Department will be contacted to aid in enforcement of all laws and city ordinances pertaining to governing the use of drugs, consumption of alcoholic beverages, smoking or violation of the “No Tolerance Policy” on park premises and practice fields. The “No Tolerance Policy” is in effect at all times. All visitors to LTYA facilities must adhere to all posted signs and comply with any request from the Board Member on Duty.

Pets, other than service animals as defined by Title II and III of the Americans with Disabilities Act, are not permitted on LTYA facilities. This includes LTYA activities occurring on property of Lake Travis Independent School District.

### **2.3 Sportsmanship**

The purpose of LTYA is to help boys and girls become good, decent citizens. It strives to inspire them with a goal and to enrich their lives toward the day when they must take their place in society. It establishes for them the fundamentals of teamwork and play. The Board of Directors will look with utmost disfavor upon managers and coaches that teach or reinforce unsportsmanlike behavior. The principles of LTYA Baseball involve much more than just winning, and the Board expects those principles to be adhered to by all managers, coaches, players and parents at all times.

## **2.4 Coaches Shirt Policy for Managers and Coaches**

All coaches are required to register as a coach volunteer in the LTYA registration system, pass a background check, complete the “Double Goal Coach” course from Positive Coaching Alliance, complete the Heads Up Concussion training, and agree to and sign the LTYA Abuse Prevention Policy. Once these requirements are met and certificates of completion are submitted to the LTYA office, the coach will be provided with a coach’s shirt that signifies completion. All coaches are required to wear the current year’s official coach’s shirt while coaching players during any practice or game. Coaches not wearing their shirt will be subject to removal from the field by umpires and/or current board members.

## **2.5 Uniforms and Equipment**

Players receive a team shirt, belt, socks and cap as part of the registration process. Players are required to have the following equipment, which is not provided by LTYA:

- Batting helmet (must be in good condition and good fit)
- Fielding glove
- Baseball pants
- Cleats (rubber only for all divisions 12U and below; metal may be used in 14U)

## **2.6 Team Duties and Field Duties**

**To be determined.**

## **2.7 Weather Policy; Cancelled and Suspended Games**

All activities at LTYA facilities (including LTYA events at LTISD facilities) are subject to the following weather policy. In the event there exists a “threat” of thunder or lightning, all persons must vacate the fields and surrounding areas and take shelter in vehicles or other suitable shelter. Dugouts, portable restrooms, and playground equipment are not suitable shelter in the event of thunder and lightning. Thunder and/or lightning will be considered to be a “threat” if any of the following occur:

- Thunder is heard or lightning is observed by a manager, coach, umpire, spectator or board member present at an LTYA event;
- If lightning is indicated to be within 12 miles of an LTYA event by the Weatherbug application, or other weather service; or
- The Thor Guard Lightning system alerts that lightning is in the area by a sustained 15-second horn blast and activation of an amber strobe light mounted on the roof of the main field house.

If any of the above occurs, all play shall immediately cease and may not resume until 30 minutes after the last observed lightning or sound of thunder. In the event the Thor Guard Lightning system, play may not resume until the Thor Guard Lightning system alerts that the threat has passed by sounding three 5-second blasts and by turning off the amber strobe light.

Any cancelled or suspended games will be rescheduled as soon as possible. Information concerning rescheduled games will be found on the baseball web page. The commissioner of each league will communicate with teams for possible rescheduling of games. Rainouts will be determined by the Board Member on Duty and

posted on the website by 4:00 p.m. on weeknights and 9:00 a.m. on weekends or 30 minutes before game time. Coaches may need to cancel games in process due to weather. Though every effort will be made to make up rainouts, it is possible that some games may not be made up due to logistical constraints.

## **2.8 Practices**

Team practices may not be held unless at least one approved coach is present. Practice times and days are determined by team managers and commissioners of each league. All teams will have scheduled practices times. If a team wishes to practice at a different time, it must get approval from the commissioner of that league. All practices are subject to the LTYA weather policy.

## **2.9 Infield Practices for Games**

Infield practice is allowed prior to games if time permits. The teams should work together to allow both teams equal time on the infield. Infield practice is a privilege and may be revoked or shortened at the umpire's discretion due to field conditions and time constraints.

## **2.10 Batting Cages**

Batting cages are assigned one hour prior to game time up until when the game starts. Fields 1-5 have two batting cages each. Field 6 has one batting cage. Teams are not to use cages that are designated to other fields. It is a requirement that any child under the age of 18 must wear a batting helmet AT ALL TIMES while in the batting cage; this includes any child who may be pitching batting practice.

## **2.11 Score Cards**

Umpires will have scorecards to record scores and pitch counts, and make other notes on the games and teams. Coaches will be asked to fill out comment cards on umpires to ensure they are doing a good job.

## **2.12 End of Season Tournament**

End of season tournaments will be played after the fall and spring regular season in all age groups except Wee-Ball and T-ball. In the spring season, National League Tee-Ball teams will play an end of season tournament. Tournament games are played according to the same rules as the regular season, no exceptions.

End of Season Tournament Seeding will be based on regular season Standings for games that have been predetermined to count toward standings. Standings for all leagues will be based on the following:

1. Ranking Points (Win=2, Tie=1, Loss=0)
2. Head to Head (only applies for two way tie)
3. Run Differential
4. Runs Scored
5. Coin Toss

In the event of a tie at the end of the regulation play, the winner of tournament games will be determined by a modified California Tie Breaker scenario. Each half inning will start with 1 out and a runner on second base. The runner on second will be the last batter from the previous inning. Each team follows this rule until the tie

is broken.

## **2.13 Post-Season All Star Play**

### **2.13.1 All Star Program Overview**

LTYA Baseball is a regular participant in the formation of All-Star teams from players that participated in the spring recreational season. The purpose of the program is to represent the Lake Travis Youth Association in Central Texas, State or National tournament play. Teams, players, parents and coaches participating in the All-Star program can expect a minimum of 3-4 activities per week with travel required to all tournaments and game locations.

The players chosen to represent LTYA in the All-Star program will incur additional costs above and beyond those already contributed for the spring recreational leagues as this is an entirely separate season not affiliated with the regular recreational program.

LTYA currently enters teams in the Centex All-Star Tournament which begins in early June and consists of a series of three back to back weekend tournaments. To prepare for the Centex tournament teams will also be eligible to participate in one tournament prior to Centex to prepare them for All-Star play.

The objective of the program is to assemble a team of high performing or elite rec league players to represent the LTYA baseball program to the best of its ability, considering the Centex All-Star program is the highest level of competitive baseball in Central Texas for recreational players. In forming these teams certain league affiliation rules may be imposed on the selection process. Centex rules apply to geographic, age, eligibility, team size and formation requirements; however, other rules may apply. Please check with the LTYA All-Star Coordinator or your League Commissioner for clarification of any rules or requirements.

Only players that attend All-Star practices and workouts are eligible for consideration, players will be chosen based strictly on their skill level and ability compared to the other All-Star candidates in their league. In some cases there will be "cuts" where players attend workouts but do not make an All Star team roster. Please consider this as a parent and prepare your potential player / candidate PRIOR to submitting your child for an All-Star team. Players that commit to the All-Star experience and are chosen to play on one of the All-Star teams are NOT guaranteed ANY playing time. Head coaches/team managers and their staff will evaluate and position players based on their assessment of each player, the dynamics of the team and what they determine will make the team the most competitive squad possible.

If you have any questions regarding the All-Star program, Centex All-Stars or any other inquires on this non-rec program please talk with your assigned rec league coach, the current league commissioner or any other league official.

### **2.13.2 All-Star Team Formation Process**

#### ***2.13.2.1 Expression of Interest***

In the month of April, each recreational team coach or manager shall nominate up to 4 players from their team to be considered for the All-Star program. The head coach shall inform the All-Star Coordinator, league

commissioner, the recreational player, and his/her parents or guardian. The parent or guardian of the nominated player will formally communicate their interest in participating in the All-Star program to the recreational team coach or manager, league commissioner, and LTYA All-Star Coordinator.

A submission of candidates may be requested from the league commissioner prior to the completion of the regular recreational season. The commissioner request is intended to notify interested parties so players will workout for the other rec managers in their age group in a process that will fairly evaluate each eligible in a skill assessment format in addition to any regular season rec league exposure during head to head competition. Alternatively, a league commissioner may request early submission of likely All-Star participants with the intent of holding a special player evaluation session prior to the All-Star election. No submission of player names is required before the All-Star selection process begins to inventory the number of eligible teams LTYA may have in each age group and/or division.

### ***2.13.2.2 Player Selection Process***

The League commissioner, an executive board member and the LTYA All-Star Coordinator will call a "managers only" meeting for the express purpose of selecting All-Star team(s) to represent the league in tournament play. At this selection meeting only the team manager or his/her single designate may attend.

An unbiased board member, who is there only to observe and document the proceedings, will also be present at the meeting. If there are league restrictions regarding player selection the league commissioner will inform the team managers during this meeting. (e.g. Players who have competed with a select team after March 1st of the same year are ineligible or All-Star players that desire to play on more than one team during the All-Star season will not be eligible for consideration.) It is the responsibility of the manager to verify that all tournament rules are followed regarding player eligibility. Managers are required to carry a binder that documents their roster, including birth certificates to each game to verify the accuracy of their team and player's eligibility.

The commissioner will ask each manager or designate to submit their list of All-Star candidates from each team that has expressed interest in participating and has attended the coaches' workout. A coach is expected to give a brief synopsis of each player's ability, and to rank their skill level within their own team over the current spring recreational season.

During this open forum managers are encouraged to ask questions about the players being presented or can ask about players not being presented from that manager's team. Once each manager has presented their candidate list, and all potential All-Star players have been reviewed the commissioner will call a vote on the players. Each manager may select up to but no more than 9 players from the list of players presented for consideration. Once the managers have submitted their written selections the league commissioner and board representative will tally the results of the selection process. The top 9 players in total votes will be placed on the team being formed.

In the event that the 9th player assignment on the team is a tie, the commissioner will call for a tiebreaker via show of hands to determine which player is chosen for the All-Star squad. The winner(s) of this vote will be placed on the team being formed. If there is a tie in the tie breaker process the chosen head coach will start with 8 players and have a total of 4 discretionary selections to meet the goal of a 12 player squad. In situations

where 9 players are chosen through the selection process the chosen manager or head coach will have 3 discretionary picks from the All-Star candidate pool.

For leagues that have more than one All-Star team the process will start again, following the same selection procedures with all of the remaining player candidates being eligible for consideration. All tie breaker and selection criteria will remain consistent until the second and final team is selected to represent LTYA.

### ***2.13.2.3 All-Star Manager Selection Process***

Once the team rosters/players have been selected the recreational team managers will be required to nominate individuals for consideration as the All-Star team manager/head coach. The All-Star team manager is not required to have managed or coached in the recreational league to be considered for the head coaching assignment of an All-Star team.

Managers should be considered for their ability to evaluate and position players plus form a cohesive team of both players and parents that will completely fulfill their All-Star commitment. All-Star team managers and coaches must have completed all certification and training processes that were required of regular season managers prior to playing in their first game.

Nominated Managers (if present) may be asked to present their credentials as to why they are strong candidates for the assignment. Recreational managers in attendance may question each All-Star head coach / manager candidate if they desire. Nominated managers may not directly question other nominated managers during this process.

The commissioner will hold a vote for All-Star manager. Nominated managers will be asked to leave the room during the vote. The highest vote getter is elected All-Star team manager for the current team being formed. It is solely the responsibility of the elected manager to decide on the coaching and support staff for the All-Star team. Named coaches are not required to have a child on the All-Star team. All elected managers are subject to final LTYA baseball board approval.

### **2.13.3 Team Participation Requirements**

Due to the competitive nature of state or national tournaments it is recommended that the following number of All-Star teams be selected based on league size. Team numbers are only a guideline--the actual number of teams should be based on participation, desire and most importantly talent levels.

- 8 teams or less--1 All-Star entry
- 9-18 teams--2 All-Star entries
- LTYA will submit a maximum of 2 teams per league, divisions will be determined by the league commissioner, 1st VP and the All-Star Coordinator.

Once teams are selected managers are required to immediately confirm their rosters. Players unable to commit to play the entire month of June in the Centex All-Star program will forfeit their spots on the team and be replaced by the manager's new selections.

All team managers will submit their official rosters to the league commissioner before playing their first

organized game as a team. ANY subsequent change in this submitted roster must be updated to the league commissioner so they can be submitted to the Centex committee for review and approval.

The players and their families must cover additional cost including, but not limited to, the list below:

- CenTex All-Star tournament entry fee
- Entry fee and associated costs for any warmup tournaments.
- Incremental equipment costs (LTYA will provide catcher gear and insurance)
- Uniform Costs (hat, shirts) LTYA Baseball has the option of requiring each team representing the league to adhere to a specific uniform style or color palette. If this requirement is made prior to the All-Star season then all teams must follow the uniform guideline. The league may pre-order uniforms for All-Stars, which will be provided to players at cost from the league. If uniforms are pre-ordered then All-Star team must accept and use these uniforms for the duration of the current All-Star season.
- Additional equipment costs if desired by the team including matching bat bags and helmets
- Banners and other promotional materials
- Additional game and tournament entry fees (including Umpire costs)
- All travel expenses to and from tournaments, games, etc.

Player fees for the All-Star season will be estimated prior to teams being formed and will be communicated to the players when they are informed of their selection to an All-Star team. Each player must have all fees paid prior to playing in any game for the All-Star team. All-Star teams can offset costs by any of the following methods:

- Fund raisers (Car Wash, Bake Sale, etc.)
- Sponsorships (subject to tournament rules)
- Donations

Teams must have all fund raising activities approved by the LTYA Baseball Board prior to their initiation to ensure activities do not render a team ineligible for competition. *All-Star teams will not be able to provide sponsors or donors with any charitable contribution tax relief.* League commissioners will manage practice schedules and designate field times for the All-Star teams within their league.

#### **2.13.4 Playing Time & Other Expectations**

In summary the LTYA and Centex All-Star program is a serious commitment and should be treated as such. Everyone associated with the All-Star teams and program is expected at all times to adhere to the LTYA Baseball codes of conduct. Failure to adhere to the codes of conduct will be dealt with by the team manager first and then subject to the baseball board's review.

All players are expected to attend every practice and every game while the All-Star season is underway. If for some reason a player cannot meet the above expectation then the team manager needs to be informed prior to committing to the team.

Managers and coaches are under no obligation to practice or play any individual at any position. It is solely at the managers discretion who plays where, when and how much. Understand that teams are formed from the best players in each league. To form an effective All-Star TEAM some players may be required to play positions

that they are not familiar with or did not play in the current rec season. All parents are expected to provide 100% support and respect for all management decisions. To reciprocate, all managers will be expected to explain their approach to team management, allocating practice and playing time plus player positioning during games so that expectations are established at the start of the All-Star season. Ideally this philosophy will be communicated verbally and documented via an informational handout or email provided to players/parents at the start of the season.

The league will not intervene and require managers to manage in any specific way relative to team decisions on playing time and position. This is a more competitive form of baseball, managers are chosen by their peers and will be empowered to manage their teams as they see fit. It is the expectation of the league that all participants (player, parents, and coaches) who committed to the All-Star teams represent the Lake Travis Youth Association, LTYA Baseball and our community in only the most positive manner, at all times. Remember the All-Star program involves leagues across Central Texas and our participation in this elite program can be revoked at any time.

## **2.14 Bat Rules**

The official bat shall meet the following requirements:

- The bat shall be round in cross section for its entire length, straight from end to end for its entire length, and smooth-surfaced in the hitting area.
- The maximum diameter shall not exceed two and three-quarter ( $2 \frac{3}{4}$ ) inches.
- All bats larger in diameter than two and one-quarter ( $2 \frac{1}{4}$ ) inches must be equal to or heavier than minus 10 (-10) for all divisions. For example: -10, -9, -8, -7, -6 or -5 are acceptable length-to-weight ratios whereas -11, -12 and -13 are not.
- The maximum length shall not exceed 36 inches.
- The bat shall be constructed of wood, aluminum, or any other material or combination of materials but cannot exceed the 1.15 BPF (Bat Performance Factor) as defined for baseball bats by ASTM standards.
- Any material to improve the grip may be used for a distance not to exceed 18 inches from the handle end.
- All bats must be commercially manufactured for baseball play; softball bats or bats altered after manufacture to reduce or add weight will not be allowed.
- TBall bats are only allowed for our Wee Ball and Discovery League (American League only) and may not be used at any other division.
- Wee ball and 6U/Discovery League (American League only) players must use bats that say "Tee Ball" or "TBall" on it.
- 6U/Discovery League: National League will follow all other bat rules and will not be allowed to use TBall bats.

# 3 Baseball Structure

## 3.1 League Age

Season	League Age Cutoff Date
Fall 2023, Spring 2024	April 30, 2024
Fall 2024, Spring 2025	April 30, 2025
Fall 2025, Spring 2026	April 30, 2026
Fall 2026, Spring 2027	April 30, 2027

## 3.2 League Structure

### 3.2.1 Leagues

All players are grouped into mixed-age leagues, based on their league age. For simplicity, these leagues are referred to by the league age grouping (such as 12U, meaning 12 & Under) or by their nickname (such as Rookie).

- ② 4U - Wee Ball (Tee-Ball) – This program is designed to introduce children to the game of baseball in a fun and non-competitive environment. Coaches are allowed to be on the field to help players learn and understand the early fundamentals of the game. No score is kept and there are no outs.
- ② 6U - Discovery (Tee-Ball): The Discovery program introduces children to the game of baseball in a fun and non-competitive environment. The focus is on developing the fundamentals of the game: throwing, catching, base running, and hitting the ball off a tee.
- ② 8U - Prospect (Coach Pitch): The Prospect division introduces children to a more competitive game of baseball. Players will learn to hit a pitch thrown by a Coach, run bases more aggressively, and control runners on defense.
- ② 10U - Rookie (Kid Pitch): The Rookie division provides an increasingly competitive baseball experience. Rookie provides batters their first experience facing their peers on the mound. Pitchers will learn to throw balls and strikes. Players also learn how to steal bases and more defensive and offensive strategy.
- ② 12U - Single A: The Single A division teaches participants a balanced mix of baseball fundamentals and how to play competitively. Players receive further instruction in the pitching game, while advanced training in base running becomes necessary, as there are no restrictions on stealing bases. Base distance moves to 70 feet and the pitching rubber is set back to 50 feet. The emphasis in this program is on teamwork and sportsmanship with a goal of teaching players to win graciously and lose with dignity.
- ② 14U - Double A: The Double A division provides players the opportunity to expand and develop skills in an increasingly competitive yet fun environment. This league typically plays against other area teams.

### 3.2.2 Age Cutoffs

Age cutoffs are shown in the following tables. Players must play within the division assigned to their age or play by grade per the table below.

League	Birthdate/Grade	Divisions
WB	3 or 4 years old on Cutoff Date	None
6U	5 or 6 years old on Cutoff Date (may be 4 upon parent request)	American/National
8U	7 or 8 years old on Cutoff Date (may be 6 upon parent request)	American/National
10U	9 or 10 years old on Cutoff Date (may be 8 upon parent request)	American/National
12U	11 or 12 years old on Cutoff Date (may be 10 upon parent request)	National
14U	13 or 14 years old on Cutoff Date (may be 12 upon parent request)	National

### 3.2.3 Divisions

During the spring season, baseball leagues are divided into National and American divisions, allowing players to play at a skill level that helps them to be successful. The National division typically hosts no more than 1/3<sup>rd</sup> of the total number of teams, while the American division hosts the balance. Each season, modifications are made based on the number of players enrolled in the league. At its discretion, the Baseball Board may increase or decrease the number of teams at each division based on enrollment.

- ☒ **National League (6U through 14U):** This level is the more competitive league for players. Players are grouped into mixed-age groups and show above average skills in their age group. Players will be assessed to determine which league a player should participate in for the coming season. 12U and 14U leagues will only have a National division due to limited enrollment.
- ☒ **American League (6U through 10U):** This level encompasses the recreational or developmental players, either new to the game or moving up a division. Players are grouped into mixed-age group levels. This division exists only for 10U and below.

During the fall season, no divisions will exist unless the baseball board determines registration numbers are significantly high enough to support splitting the league into two divisions. For 10U and below, if there is only one division in an age group, the league commissioner will determine, based on enrollment numbers and assessment scores, whether the league will follow National League or American League rules during the fall season.

## **4 Team Formation**

### **4.1 Process Overview**

Teams will be formed using a standardized process across all leagues except for Wee-Ball and 6U American League, which is covered as a special case below. The leagues follow this basic process; details are below:

- Registration
- Mandatory skills assessment for 6U National League and higher; players not attending assessments will be graded on their previous assessment scores or will not allowed to play in an NL division and will be placed into a random blind draft in the AL division.
- Coach selection and initial coach protections
- Splitting of players into National and American divisions based on assessments, if applicable
- Draft

No player is allowed to play on two LTYA sponsored teams at the same time (temporary substitutions may be allowed by authorization of the league commissioner or tournament director).

The League Commissioner will assign the Head Coaching roles following player assessments. Head Coaching considerations include having passed the mandatory background check, passed the Positive Coaching course and concussion training, past youth sports coaching history, baseball experience/knowledge, support and help to the LTYA baseball community, ease and ability for the league to work with you as a coach and positive feedback from players, parents and peers. Negative feedback from players, parents, other coaches and the commissioner toward a coach may impact the ability to be selected for a coaching assignment. All above considerations being equal, the league commissioner will use the following as a guideline to help give priority to like candidates:

1. Head Coach returning to same Division
2. Head Coach from lower Division
3. Assistant Coach returning to the same Division
4. Assistant Coach from lower Division
5. Head Coach from lower Age Group
6. Assistant Coach from lower Age Group
7. Head Coach from lower Age Group and Division
8. Assistant Coach from lower Age Group and Division

All head coach and assistant coach roles are subject to final approval by the baseball board of directors.

### **4.2 Registration**

Spring season registration typically will begin in early January and end in mid-January. Fall season registration typically will begin in early July and complete toward the end of July. Please check the LTYA website for additional registration information. Children must be registered in the league to be covered by LTYA insurance. The insurance will carry over to any league approved tournaments at outside LTYA facilities.

### **4.3 Player Protections**

The intent of Player Protection is to allow a manager to protect his own child and children of assistant coaches. Managers are allowed to name their assistant coaches and in doing so, protect a certain number of players based on the league and season as defined in the Player Protection table below. Player Protection forms with signatures from the parents must be submitted to league commissioners by draft date. The Head Coach of a team must protect their own child.

**Sponsor Protection Rule:** Each team will be allowed to protect one player that is responsible for the team sponsorship. The sponsorship for the team must be completed with all paperwork and money paid by draft time in order for the manager to protect the player. Sponsorship must be of the “single” level or higher. Please refer to the sponsorship section of the LTYA Baseball website for more information.

**Sibling rule:** If a coach is protecting one sibling (such as a twin or older brother), then any sibling playing in that same league also must be protected and counted by the coach unless specified by the parents for them to not play on the same team.

Age Division	Players per Team	Allowable Player Protects
6U	10-13	4 + Sponsor
8U	10-13	4 + Sponsor
10U	10-13	4 + Sponsor
12U	10-13	3 + Sponsor
14U	10-13	3 + Sponsor

#### 4.4 Skill Assessment

All leagues other than Wee-Ball will hold a skill assessment in the spring season to help managers and coaches evaluate the player skills in hopes of developing parity within the divisions. 8U and 10U will also hold an assessment in the fall. 6U will hold assessments in the fall if there is sufficient enrollment so as to allow for a National League division. Since parity is the main goal, assessments should be considered mandatory for all players. Assessments should consist of the league’s coaches, and possibly other unbiased observers, evaluating the specific skills for the appropriate division. Each coach will submit a ranking for each player; high and low scores will be dropped, and the remaining scores will be averaged to calculate the player’s final assessment. Players will be ranked in order from highest to lowest for drafting purposes. Where possible, all individual coach’s rankings (anonymous), along with aggregate rankings, will be distributed to the coach pool to promote best information exchange and league parity. In the case of leagues split into National and American divisions, a player must assess in the top 60% of the assessment to be eligible to be drafted into the National League. The total number of teams allocated to the National League will be approximately one third of the total number of teams in the league and approved by the baseball board. All players, including protected players, must attend assessments. A player who does not attend assessments will be placed into the blind draft in the American League; if the player is protected, the player will be drafted as a first round pick.

**Any manager or coach who encourages any player to purposely perform at a low level during the skill assessment may be removed from the league as a coach. The player will not be allowed to be protected**

by any team.

## **4.5 Team Selection (Draft)**

### **4.5.1 Overview**

In all leagues and divisions, except 6U American, the player selection will be completed through a draft system. This process is designed to achieve as much parity within the league as possible.

### **4.5.2 Wee-Ball and 6U American League**

In Wee-Ball and 6U American League, the respective commissioner will assign players to teams. While there can be no assurances, attempts will be made to honor coach and friend requests.

### **4.5.3 Player Rankings**

Players will be ranked according to their latest assessments. For spring, player rankings are based on the spring assessments. For fall, the immediately previous spring assessment (where available) will be used unless a separate assessment is called. All players, including protected ones, will be ordered by ranking to produce the draft list. Each player's ranking will place him or her in an approximate "draft round" determined by the number of teams selected.

### **4.5.4 Blind Draft Players**

A player who does not attend the skill assessment will automatically fall into the blind draft category and must play in the American League division. The players' names will be placed into a hat and then selected at random during the last full round of the draft. These players will not be eligible to be drafted at any other time.

### **4.5.5 Special Requests**

In 8U and older leagues, special requests, other than the sibling rule discussed above in Rule 4.3, will not be honored or distributed to coaches for the draft. The intent of this is to ensure this process cannot be abused. Best efforts will be made to honor coach and friend requests in Wee-Ball and 6U American League.

### **4.5.6 Drafting Procedure**

The following process will be used for drafting players:

#### **4.5.6.1 General Draft Rules**

1. When possible, the list of players with assigned rankings will be distributed ahead of time to the coaches pool since there are no guarantees of getting a player during the draft
2. National league teams will complete their draft prior to American league teams drafting players. Players eligible to be drafted by National League teams are:
  - a. All players attending assessments are eligible to be drafted on a National League team.
  - b. A player not attending assessments may be placed on a National League team as one of the protected players and will count as such team's first round draft pick – no more than one such player on any given team.
3. The draft order will be determined at random by the league commissioner.
4. Coaches will then begin to select players during each round. The drawing order will proceed in "snake" fashion (first to last in round one, last to first in round two, and so forth). During normal rounds, none of the blind draft players may be selected until the final round of the draft, which will be the blind draw

round.

5. Protected players must be selected in the draft round in which they fall. Any team that has at least two protected players ranked in the same round will have those players selected in the subsequent rounds starting with the prior round. Example: if a team has two protected players ranked as fourth round picks, the manager must select those players in the third and fourth rounds. If a team has 3 players in any given round, the players are assigned to the team in the prior round and the following round. If a team has 4 players in any given round, the players are assigned to the team in the prior 2 rounds and the following round. If there are no prior rounds then the players are assigned to the following rounds. For Fall season drafts, protected players will be assigned to rounds 1-5 unless assessments are completed for the league prior to the draft and then the Spring process will be followed (i.e.: if you have 3 players protected they are your picks in rounds 1,2 and 3 in the Fall season).
6. Coaches are free to select any player from the draft that is currently available; they are not required to pick a player ranked in the specific round.
7. During the blind draft round(s), the unranked players will be selected from a hat at random by coaches in draft order. No coach will be allowed to select any player in the blind draft unless that name is pulled from the hat. A coach may not pick a name from the draft board. If there are not enough blind picks for an entire round, the hat will consist of additional selections where the coach selects from players still on the draft board.
8. In the event that not all teams will have the same number of players, then in the final round the team can select a player or pass (unless enough prior teams have passed to where the number of players remaining require each of the remaining teams to select a player). Those teams that choose to pass and end up with a lower number of players will choose, continuing to follow the draft order, the order in which late registrations will be assigned to teams.
9. Coaches shall make every attempt to make their selections quickly. In the event that a team does not make a selection within 40 seconds, they will be given the top remaining player on the draft board.

#### ***4.5.6.2 Additional National League Draft Rules***

##### **1. 6U T-Ball**

- a. Managers will select from the list of players who attended assessments.
- b. Managers are encouraged to give preference to first-graders, then kindergarteners and preschoolers.

##### **2. 8U Prospect**

- a. Managers are encouraged to select 8-year-old players over 7-year-old players in the final four rounds of the draft.

##### **3. 10U Rookie**

- a. Managers are encouraged to select 10-year-old players over 9-year-old players if the coach has the players ranked evenly.

#### ***4.5.6.3 Additional American League Draft Rules***

There will be one blind pick round for the draft that will be determined prior to the start of the draft.

All Managers must select a player from the blind pick hat. No additional blind picks will be made until all players that attended assessments are chosen. After the 6<sup>th</sup> round of the American League Draft, teams will have a 20 second time limit in which to make their selection. Teams that do not pick inside the time limit will be given the top remaining player on the draft board.

#### **4.5.7 Player Trades**

Managers may trade players immediately following the draft but not during the draft. The commissioner of the league must approve any trades and may request player changes if it is in the best interest of the player and the league. Coaches may not trade across divisions (National league to American league and vice versa); only the commissioner may move a player between the National and American leagues. All trades will be final during the draft meeting and no additional trades will be allowed thereafter. Trades after the official draft are subject to commissioner and/or board approval. A player may not be “given” to another team without trading for another player.

#### **4.5.8 Finalization**

Once the draft has been completed, along with any trades approved by the league commissioner, a final roster will be submitted to the league. This roster will be intact for the entire season unless a roster change is approved by the league commissioner. In the event a player is lost for the season, it is up to the Board to approve any additions to the roster.

## 5 Rules and Regulations

### 5.1 Overview

All leagues shall abide by the rules and regulations set forth by Official Baseball Rules: The Sporting News edition, as edited for USSSA Baseball (with certain modifications as allowed). Special rules and exceptions also are established as noted below for the leagues sponsored by LTYA as adopted by its Board of Directors. Included in this document are the baseball rules and regulations that have been modified by the Board of Directors. These are the special rules and exceptions that have been established for the baseball league at LTYA. The Board may publish any additional ground rules for all leagues at the beginning of each season. The Board reserves the right to add or change rules during the year for the betterment and/or safety of the program. During inter-league play, inter-league rules (if provided) will supersede local rules; otherwise local rules are in effect.

### 5.2 Field Dimensions

<b>Division</b>	<b>Base Distance</b>	<b>Pitching Distance</b>	<b>Home to 2nd Distance</b>	<b>Playing Time</b>	<b>Innings</b>
6U	55'	N/A	70'8"	60 min.	6
8U	60'	40'	84'10"	75 min.	6
10U	65'	46'	90'11"	85 min.	6
12U	70'	50'	98'11"	95 min.	6
14U	80'	54'	113'2"	105 min.	7

### 5.3 Run Limits

<b>Division</b>	<b>Max Runs per Inning</b>	<b>Run Rules</b>
6U	5 per inning	Play to time limit or 6 innings
8U	5 per inning	Mathematical Elimination
10U	5 per inning	Mathematical Elimination
12U	5 per inning	Mathematical Elimination
14U	None	Mathematical Elimination

In order for the players to get more reps, the games should continue up to the full number of innings or the full time allotment even after the run rule ends the official game subject to approval from the losing

**team. If the losing team does not want to continue then the game shall be over. The official score shall be recorded as the score at the end of the official game when the run rule was reached. Pitch counts in Leagues with pitch counts still apply even if the official game has ended.**

**Forfeits will result in a score of 7-0.**

### **5.3 General Game Rules for All Divisions**

1. Home Team takes the third base dugout and keeps the official book.
2. A regular baseball will be used.
3. Each team is allowed a maximum of four (4) coaches in the dugout or field at any time.
4. Teams are required to clean out their dugout (including all equipment and trash) after each game.
5. Catchers in all divisions are required to wear a catcher's helmet and chest protector. At 8U and above, catchers also are required to wear leg protectors. All catchers at 10U, 12U and 14U must wear a protective athletic cup.
6. If the time limit has been reached and either team is mathematically eliminated, the game should be called to avoid delaying other games. If the time limit is reached and the outcome of the game is still in question, the inning in progress should be completed.
7. There are no extra inning regular season games. If an inning ends after time has expired with the score tied, it will be recorded as a tie in the standings.
8. Umpires will provide game balls for 6U National League games and higher.
9. Metal cleats are not allowed except at the 14U level.
10. Teams must bat their entire roster.
11. There are open defensive substitutions at all positions except for the pitcher (not applicable for T-Ball and Coach Pitch).
12. Players arriving late can be added to the bottom of the order. The opposing team and umpire must be notified.
13. If a player is injured during the game and cannot continue an at-bat or bat in their line up space, the team will not record an out but the next batter will step up. If a team drops below nine players, they will record an out in that slot.
14. No head first slides are allowed unless going back to a base on a pickoff move; the runner will be called out.
15. **Runners should avoid contact. Intentional or malicious contact in the umpire's opinion can lead to a player being called out and/or or ejected from the game. While LTYA encourages players to play baseball at the highest level, any coach who encourages a baserunner to run into or run over a defensive player for the purpose of having a player tagged out or to knock down the defensive player for the purpose of dislodging the baseball is subject to indefinite suspension.**
16. Players must slide into any base where there is a potential play to be made except at first base. Each team will receive a warning for the first and second infractions. For all subsequent infractions of this rule, the runner will be called out.
17. No squeeze plays are allowed. A squeeze is defined as a play in which there is a runner on third base and that runner starts home as the pitcher delivers the ball (this includes starting to advance to home during pitcher windup) and continues toward home (without stopping), while at the same time, the batter attempts to put a ball in play via a bunt or swing. This is NOT ALLOWED. The runner will be

called out and the hitter will record a strike. The coach may be ejected from the game and possibly suspended for additional games.

18. A safety squeeze is allowed. A safety squeeze is when there is a runner on third base, but he does not start progress towards home plate until after the batter has bunted or hit the ball into play. In a league where leadoffs are allowed, the player must halt progress toward home plate and wait until contact is made.
19. If allowed by specific division rules, a player stealing home may only begin moving towards home plate once the ball crosses the plate.
20. Throwing the bat is not allowed. Players at 10U, 8U and 6U will be given two warnings. On the third occasion, the player will be called out. At 12U and 14U, the player will be given one warning and then called out on the next occasion.
21. Slashing is not allowed. A slash is when a batter shows bunt but then pulls back and makes a swing at the ball. The batter will be called out, and the coach may be ejected from the game and possibly suspended for future games.
22. Exceeding pitching limits will result in a forfeit of the game.
23. A pitcher must be removed from the game if they hit two batters in one inning or three in a game.
24. Any coach or team that does not adhere to the minimum player requirements shall immediately remedy the violation. **Any suspected violation of the minimum player requirements MUST be reported to an umpire immediately upon discovery or belief that the rule has been violated, otherwise the rule becomes null and unenforceable. PLEASE NOTE:** This is not a “gotcha” rule to be abused by ill will or strategic timing. The intent of the minimum player requirements is to ensure that all players are given equitable playing time. The offending coach will be given the opportunity to correct any oversight, otherwise the offending team will be subject to the following penalties:
  - a. First offense: Warning given to head coach. Second offense: Suspension of the coach for one game.
  - b. Third offense: Indefinite suspension of the coach.
  - c. Tournament game: If an offense occurs during the end-of-season tournament, the offending team shall immediately remedy the violation. Any refusal to comply with the minimum playing requirements during a tournament game may, at the discretion of the Board, result in forfeiture of the game and the coach will be suspended for the remainder of the tournament.
  - d. In a tournament game that goes into extra innings the minimum participation rule will continue to be enforced. However, players may play any position (other than pitcher in 10U, 12U, and 14U).
25. Any use of illegal bats is strictly prohibited. The coaches of each team are responsible for ensuring that all bats used during games are legal per the rules set out above. Penalties for the use of an illegal bat shall be as follows: (i) if an umpire discovers, or is informed, that a bat does not conform to the applicable bat rules before a ball is put into play with the illegal bat, the umpire shall remove the illegal bat from play and issue a warning to the offending team’s head coach, or (ii) if an umpire discovers, or is informed, that an illegal bat was used after the ball has been put into play with the illegal bat, but before the next legal pitch, the defensive team will have the choice of the result of the play or the batter being called out. If the batter is called out, all baserunners shall return to the base occupied prior to the ball being put into play with the illegal bat. If an umpire discovers an illegal bat at any other time, the penalty under subpart (i) above shall apply. It is expressly contemplated that opposing coaches may alert an umpire of their suspicion that a bat is illegal and all coaches shall allow the inspection of any bat at the request of an umpire. If a coach refuses to allow an umpire to inspect any bat, it will be

assumed that the bat is illegal and the above penalties shall apply. Warnings shall be recorded on the game card and communicated to the league commissioner. Upon a second violation of the bat rules, the head coach of the offending team may be subject to a one game suspension at the discretion of the league commissioner and the Board.

26. Unless otherwise specified in individual league rules, all coaches, with the exception of the designated base coaches, must remain within six feet of their dugout during play. In the 8U and older leagues, the field shall include a box that stretches from each end of the dugout and extends out four feet from the dugout fence. Defensive coaches shall remain within this box unless timeout is called on the field.
27. Pitchers will have 5 pitches to warm up both in between innings and upon pitching changes.

### **Completed/Suspended Games**

28. If a game is called for any reason, it shall be a complete game if five innings (four in 6U, 8U and 10U) have been completed, or if the home team has scored more runs in four (three in 6U, 8U and 10U) innings or four (three in 6U, 8U and 10U) and a fraction innings, than the visiting team has scored in five (four in 6U, 8U and 10U) completed innings.
29. If a game is called for any reason before it is a complete game, it shall be considered a suspended game and shall be resumed from the point of curtailment at the time scheduled by organization league officials.
30. If a game is called for any reason in an uncompleted inning, after having reached complete-game length and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the uncompleted inning, the game shall be considered a suspended game and shall be continued from the point of curtailment at the time scheduled by organization league officials.
31. No inning shall start after 9:30pm at night. If the game has reached the equivalent of a complete game the game will end at the end of the inning that started prior to 9:30pm. This includes ties. In the event of a tie game in the end-of-year tournament the game will continue the next possible day. All pitch count rules remain unchanged in the event of a continuation. For clarity, if a pitcher has pitched 30 pitches when a game is suspended, that pitcher is not eligible to pitch the following day and must rest 1 day prior to pitching again.

## 5.4 6U T-Ball Rules

### 5.4.1 General Rules

1. The entire roster bats and plays in the field. A regulation infield is to be set and any extra players will be used in the outfield.
2. All players must play at least two innings in the infield before the start of the fifth inning unless the manager determines that the child is a safety risk. A Safety Risk Form must be signed and turned in prior to start of game.
3. No player may play more than two defensive innings at the same infield position during a game.
4. Any team with at least 10 players must field all defensive positions, including the catcher position. If a team has only nine players, the catcher position does not have to be filled.
5. Intentional walks are not allowed.
6. The pitcher must throw the ball to first, second or third base. The pitcher may not tag a batted runner going to first, second or third base. **The pitcher may tag a runner going to home plate.**
7. The tee must be placed in a position that would naturally align the ball over home plate.
8. Any commercially available tee may be used.
9. Outfielders must be positioned no closer than 5 feet behind where the infield dirt and outfield grass intersect and may not tag or make a play at a base.
10. Coaches are responsible for removing the tee during a play at home plate.
11. The ball must cross into the grass in front of home plate or it will be a foul ball.
12. Players may not lead off or leave the base prior to the ball being hit. Leaving early will result in an out.
13. The hitting team's coach shall place the ball on the T and initiate play by calling, "Pitcher, Pitch – Batter, Bat". Pitchers must have one foot on the pitching rubber when the batter swings the bat. The pitcher should make a pitch type movement when the batting team's coach calls "Pitcher, Pitch". The batting team's coach should wait for the pitcher to make this motion before calling "Batter, Bat". The hitting team's coach also is responsible for protecting the other team's catcher from thrown bats.
14. The hitting team's coach is responsible for correcting thrown bats. It will be the hitting team's coach's call to allow for the thrown bat or to call the batter out. It is suggested, but not required, that a player who regularly throws the bat be called out by his coach after the second offense in the game. If a batter throws the bat and it strikes the catcher, and it is the second or more thrown bat offense for this player in the game, the batting team's coach must call the batter out.
15. If a player needs to be skipped in the lineup for any reason, that player should be skipped as if he or she was not in the lineup; the player may then be inserted back into the lineup when and where appropriate. There is no out recorded or penalty for this.
16. There is no infield fly rule.

### 5.4.2 National League Rules

1. Coaches will pitch three times to each batter. The batter may swing as many times as they want. After three pitches, regardless of whether any were foul balls, if the ball has not been put in play the ball will be put on the Tee. The batter will then have two swings per at-bat at the tee. If the second swing results in a foul ball, the batter will be called out. Coach-pitchers pitch to their own team and must start with one foot on the rubber and throw overhand. Coaches are encouraged to stand behind home plate to field thrown balls in order to maintain the speed of the game.
2. A strike will be called if a batter measures up at the "T" when a ball is on the "T".

3. Batters and runners may advance multiple bases on hits to the outfield and overthrows. Time should be called when the ball is in the possession of an infielder and when the lead runner hesitates. Coaches need to use good judgment and not encourage poor base running habits.
4. A coach may be at home plate to assist the batter in getting set up at the tee, but the coach may not physically position the batter in such a manner as to direct the hit in a particular direction. The coach cannot physically set the batter to “pull” the ball, for example. The coach may tell the batter where he wants the ball to go; if the batter can get in position to hit there, this is acceptable.
5. Inning change occurs at three outs or five runs.
6. Two coaches are allowed in the field of play while on defense. A third coach may remain within six (6) feet of the entrance to the defensive team’s dugout. All other coaches must remain inside the dugout while on defense.

#### **5.4.3 American League Rules**

1. Inning change occurs at five runs or three outs. Score is only kept for the purpose of switching offense and defense (not for the purpose of having a winning team and a losing team).
2. One base is allowed on any overthrow.
3. Each batter will receive five swings off the tee. If the fifth swing is missed or results in a foul, the batter is out.
4. A coach may help a player position himself at the plate.
5. Four coaches are allowed on the field of play when on defense.

## 5.5 8U Prospect Rules

### 5.5.1 General Rules

1. Teams can play with 10 players on the field, with four of those players in the outfield.
2. No player may sit two consecutive innings unless due to injury, by mutual agreement between player's parents and coach, or as a disciplinary issue. Managers should notify the other team if this is in effect.
3. No player may play more than three defensive innings at the same infield position during a game.
4. Each player must play an infield position in two of the first five innings. These positions include first base, second base, third base, shortstop, and pitcher. Catcher is not considered an infield position for purposes of this rule.
5. No player can sit out defensively more than any other player on the roster. For example, a player cannot sit out two innings if another player has not sat out at least one inning.
6. Coach-pitchers pitch to their own team and must start with one foot on the rubber and throw overhand.
7. Coach-pitchers are only to pitch and are not to instruct while the ball is in play. They shall make every effort to stay out of the way and vacate the field of play once the ball is put in play. Coaches will be given verbal warnings for the first two violations. On the third violation, the coach will be ejected for the remainder of the game.
8. In the event a batted ball touches any part of a coach pitcher's body (including a glove), the play shall immediately be called dead and the batter will remain at bat. No baserunners shall advance. The pitch on which the ball struck the coach pitcher shall not count against a batter's pitch count in AL and NL, and shall not count against a batter's swing count if in NL.
9. Coach-pitchers cannot be changed during the middle of an inning.
10. Bunting is not allowed. If the ball is bunted in the umpire's opinion, the ball will be called dead, the batter will be called out, and no runners may advance.
11. Time is called by the umpire when the ball is in possession of an infielder, the lead runner hesitates, and there is no other active defensive play in progress
12. Intentional walks are not allowed.
13. There is no infield fly rule.
14. Players may not lead off or leave any base prior to the ball being hit. A team will receive a warning for the first infraction, and subsequent infractions will result in the offending runner being called out. If the ball is put into play and the runner leaves early, the batter will return to home plate with the same count.
15. Outfielders must begin play at least 20 feet behind the dirt on each pitch.
16. The pitcher must have one foot on the pitching mound dirt circle when the ball is pitched. If the pitcher does not have one foot in the pitching mound circle when the ball is pitched, the pitch shall not count against the batter's pitch count. If the ball is hit into fair territory, play shall continue as usual unless the pitcher fields the ball, in which case the ball shall be dead and the hitter shall take first base. In the event the ball is called dead, other baserunners shall not advance unless forced to advance due to the batter taking first base.
17. In an effort to speed up the game and have more innings played in the allotted time teams must provide a courtesy runner for the catcher-to-be if the player is on base with 2 outs. The pinch runner is the last person who made an out (either as a runner or a batter). The player that is pinch run for must be the

catcher in the upcoming defensive half inning. This is not applicable in the last inning if the team batting has no additional frames on defense. Teams will be expected to have their catcher get their equipment on and be ready for the next inning.

### **5.5.2 National League Rules**

1. Batters receive five pitches or three swinging strikes, whichever comes first. The batter is out if the third strike is a swinging miss or if the fifth pitch is not put into fair play or fouled off. A foul ball on the fifth pitch does not result in a strike out. The batter will continue at-bat until the ball is either put in play, the batter does not swing at a pitch or the batter swings and misses.

### **5.5.3 American League Rules**

1. Batters receive five pitches and are not limited to three swinging strikes. Batters cannot strike out on the fifth pitch foul ball. The batter will continue at-bat until the ball is either put in play, the batter does not swing at a pitch, or the batter swings and misses.
2. Runners may advance one base on an overthrow to all bases.

## **5.6 10U Rookie Rules**

### **5.6.1 General Rules**

1. Warming up on the field mound before the game has started is prohibited.
2. No player may sit two consecutive innings unless due to injury, by mutual agreement between player's parents and coach, or as a disciplinary issue. Managers should notify the other team if this is in effect.
3. No player can sit out defensively more than any other player on the roster. For example, a player cannot sit out two innings if another player has not sat out at least one inning. The only exception is the starting pitcher who may stay in the lineup until he has exhausted his pitch count. If this exception is used, the pitcher will be required to sit the remainder of the inning once he is pulled from the mound and the entire following inning.
4. Teams must have a minimum of eight players to play at the scheduled game time; otherwise, it is a forfeit. Players showing up late will be added to the bottom of the roster. An out will be recorded for the ninth position in the batting order if it is not filled.
5. A manager or coach may go onto the playing field to talk to any player or players a maximum of one time in a half inning while the same player is pitching without making a pitching change. More than one trip onto the playing field will require a pitching change, regardless of which player the manager or coach visits. The only exception to this rule is in case of injury and the umpire has called time.
6. Batters cannot advance on a third strike; the ball will be considered live for runners on base.
7. Base runners may not lead off. Base runners must stay in contact with the base until the ball crosses home plate. Base runners may then advance at their own risk.
8. Courtesy runners may be used for the catcher with zero or one outs and must be used when there are two outs. The runner should be the last batted out.
9. All players must play infield one full inning each game before the start of the fourth inning.
10. The visiting team is responsible for tracking the pitch count for each team. The sheets are to be signed by both managers and the umpire after each game.
11. There is no infield fly rule.
12. Two minutes or 5 warm-up pitches, whichever comes first, will be allowed in between each inning.
13. Intentional walks may be assigned at any time. The pitcher or coach will notify the umpire of their intention to walk the batter and the batter will go to first base without a pitch being thrown. Because

no pitchers are thrown, this will not count towards the pitchers pitch count.

### 5.6.2 Pitch Count Rules

The following pitch count rules are in effect for the safety of the players. Pitchers may not pitch more than 60 pitches per calendar day; if the 60th pitch is reached during an at-bat, the pitcher may finish the at-bat. Rest requirements indicate the number of full calendar days that must be applied between pitching assignments. For example: pitching 21 pitches on Thursday requires a rest day on Friday; the pitcher becomes eligible again on Saturday.

Pitch Count	Days' Rest
50-60	3 days rest
35-49	2 days rest
20-34	1 day rest
1-19	No rest required

### 5.6.3 National League Rules

1. Base runners may steal home on any pitch but must stay in contact with the base until the ball crosses home plate.
2. Pitchers may pitch from the stretch position or windup at any point.

### 5.6.4 American League Rules

- 1.
2. Base runners on third base can ONLY attempt to score on a bunted or batted ball or when forced home with the bases loaded and a HBP occurs. Balls thrown out of play do not warrant a runner scoring if it was not part of a batted ball play.
3. No walks will be granted. Once a player has four balls, the coach of the hitting team will pitch to his team. The batter will have one strike and is allowed three pitches. The batter is out if the batter swings and misses twice or after the third pitch if the ball is not fouled or put into play. A foul ball on the third pitch does not result in a strike out.
4. In the event a batted ball touches any part of a coach pitcher's body (including a glove), the play shall immediately be called dead and the batter will remain at bat. No baserunners shall advance. The pitch on which the ball struck the coach pitcher shall not count against a batter's pitch count.

## 5.7 12U Single A Rules

### 5.7.1 General Rules

1. Warming up on the field mound before the game has started is prohibited.
2. No player may sit two consecutive innings unless due to injury, by mutual agreement between player's parents and coach, or as a disciplinary issue. Managers should notify the other team if this is in effect.
3. No player can sit out defensively more than any other player on the roster. For example, a player cannot sit out two innings if another player has not sat out at least one inning. The only exception is the starting pitcher who may stay in the lineup until he has exhausted his pitch count. If this exception is used, the pitcher will be required to sit the remainder of the inning once he is pulled from the mound and the entire following inning.
4. Teams must have a minimum of eight players to play at the scheduled game time; otherwise, it is a forfeit. Players showing up late will be added to the bottom of the roster. An out will be recorded for the ninth position in the batting order if it is not filled.
5. A manager or coach may go onto the playing field to talk to any player or players a maximum of one time in a half inning while the same player is pitching without making a pitching change. More than one trip onto the playing field will require a pitching change, regardless of which player the manager or coach visits. The only exception to this rule is in case of injury and the umpire has called time.
6. Courtesy runners may be used for the catcher with zero or one outs and must be used when there are two outs. The runner should be the last batted out.
7. The visiting team is responsible for tracking the pitch count for each team. The sheets are to be signed by both managers and the umpire after each game.
8. Batters can advance on an uncaught third strike per MLB rules; the ball will be considered live.
9. Runners may lead off and steal bases.
10. Balks will be called; one warning per team per game.
11. Infield Fly rule in effect
12. Intentional walks may be assigned at any time. The pitcher or coach will notify the umpire of their intention to walk the batter and the batter will go to first base without a pitch being thrown. Because no pitches are thrown, this will not count towards the pitchers pitch count.

### 5.7.2 Pitch Count

The following pitch count rules are in effect for the safety of the players. Pitchers may not pitch more than 85 pitches per calendar day; if the 85th pitch is reached during an at-bat, the pitcher may finish the at-bat. Rest requirements indicate the number of full calendar days that must be applied between pitching assignments. For example: pitching 21 pitches on Thursday requires a rest day on Friday; the pitcher becomes eligible again on Saturday.

Pitch Count	Days Rest
70-85	4 days rest
55-69	3 days rest

40-54	2 days rest
20-39	1 day rest
1-19	No rest required

## 5.8 14U Double A Rules

### 5.8.1 General Rules

1. Warming up on the field mound before the game has started is prohibited.
2. No player may sit two consecutive innings unless due to injury, by mutual agreement between player's parents and coach, or as a disciplinary issue. Managers should notify the other team if this is in effect.
3. No player can sit out defensively more than any other player on the roster. For example, a player cannot sit out two innings if another player has not sat out at least one inning. The only exception is the starting pitcher who may stay in the lineup until he has exhausted his pitch count. If this exception is used, the pitcher will be required to sit the remainder of the inning once he is pulled from the mound and the entire following inning.
4. Teams must have a minimum of eight players to play at the scheduled game time; otherwise, it is a forfeit. Players showing up late will be added to the bottom of the roster. An out will be recorded for the ninth position in the batting order if it is not filled.
5. A manager or coach may go onto the playing field to talk to any player or players a maximum of one time in a half inning while the same player is pitching without making a pitching change. More than one trip onto the playing field will require a pitching change, regardless of which player the manager or coach visits. The only exception to this rule is in case of injury and the umpire has called time.
6. Batters can advance on an uncaught third strike per MLB rules; the ball will be considered live.
7. Courtesy runners can be used for the catcher when there are two outs. The runner should be the last batted out.
8. The visiting team is responsible for tracking the pitch count for each team. The sheets are to be signed by both managers and the umpire after each game.
9. Runners may lead off and steal bases.
10. Balks will be called with no warning.

### 5.8.2 Pitch Count

The following pitch count rules are in effect for the safety of the players. Pitchers may not pitch more than 100 pitches per calendar day; if the 100th pitch is reached during an at-bat, the pitcher may finish the at-bat. Rest requirements indicate the number of full calendar days that must be applied between pitching assignments. For example: pitching 21 pitches on Thursday requires a rest day on Friday; the pitcher becomes eligible again on Saturday.

Pitch Count	Days Rest
85-100	5 days rest
70-84	4 days rest

55-69	3 days rest
40-54	2 days rest
20-39	1 day rest
1-19	No rest required

## 6 Umpires

### 6.1 Overview

The league provides paid umpires for games at all levels excluding the American League T-Ball division. Umpires are in full charge of the game and are entitled to respect at all times from managers, coaches, players, parents and visitors. Any manager, coach, player, parent or visitor ejected due to disorderly conduct must adhere to the umpire's judgment for the ejection.

Any person ejected must leave the park immediately. Failure to do so may result in the local police being contacted to have the person escorted off the premises. If an umpire ejects a manager or a coach, they may not be eligible to participate in future games. The Board of Directors may suspend from future games any person who verbally or physically contacts an umpire or league official in an abusive fashion.

### 6.2 Training

LTYA will provide training for new and returning umpires. Upon completion, newest umpires will begin working games at the Prospect level and move throughout the various leagues over the course of a season as experience dictates.

### 6.3 Assignment

Assignment of umpires is the responsibility of the league umpire coordinator and is primarily based on umpire availability and experience. If an umpire is unable to fulfill an assignment, the umpire is responsible for finding a replacement beforehand. If at any time the umpires assigned by the league fail to report, or are otherwise unavailable, any other umpire used in that game shall be agreed upon by the opposing coaches, preferably in writing.

### 6.4 Knowledge of Rules

Umpires are responsible for knowledge of game rules per league as posted to the LTYA website. League Commissioners for Prospect, Rookie, Single A and Double A leagues are responsible for keeping the most updated rules posted and available.

#### 6.4.1 6U Discovery National League

One umpire is assigned to 6U National League games.

#### 6.4.2 8U Prospect

One umpire is assigned to Prospect games.

#### **6.4.3 10U Rookie through 14U Double A**

Two umpires are assigned to Rookie, Single A and Double A games. One serves as the home plate umpire, responsible for calling pitches and keeping the pitch count, in addition to overseeing the game. A second umpire is designated the field umpire, responsible for making calls from various locations in the field of play.

#### **6.4.4 League rules**

Umpires are expected to abide by established and/or posted league rules and guidelines, such as abstaining from the use of tobacco.

### **6.5 Responsibilities**

Umpires are expected to conduct themselves in a professional manner that is consistent with a youth baseball atmosphere. Questions or concerns about how an umpire behaves during a game should be directed to the umpire coordinator, league commissioner or Board member.

#### **6.5.1 Arrival time**

Umpires should arrive to their assigned game 15 minutes prior to start time. This will afford umpires the opportunity to meet with coaches and address any questions or concerns.

#### **6.5.2 Dress**

Umpires are responsible for owning and wearing designated umpire shirts each time they work a game.

#### **6.5.3 Umpire safety**

The league provides necessary safety equipment for umpires use such as face masks, chest protectors and shin guards. Umpires may choose to wear their own designated umpire safety equipment. In addition to safety equipment, umpires should plan to protect themselves from outdoor elements. Umpires are entitled to one free beverage from the concession stand per game worked.

#### **6.5.4 Time cards**

Time cards are available in the designated umpires' headquarters at league fields. It is the responsibility of the umpire – home plate umpire, if there are two umpires – to have a card and pen on hand for each game. Umpires must sign time cards and have the head coach from each team sign this card after the game. Time cards are to be turned in immediately after each game to their designated location. Payment for work is based upon information confirmed on the time cards.

### **6.6 Consequences**

Umpires who consistently miss games, arrive late, dress out of code, fail to return cards or otherwise fail to adhere to guidelines may no longer be given game assignments.

### **6.7 Payment**

The umpire coordinator is responsible for accounting for money owed to umpires for their work. Umpires will be paid every week. In order to receive paychecks, umpires will need to have a completed and signed IRS form

on file.

### **6.7.1 Pay Scale**

Umpires will be paid according to the league and position worked:

1. 6U Discovery National League: \$20 per game
2. 8U Prospect: \$30 per game
3. 10U Rookie: home plate umpire, \$40 per game; field umpire, \$30 per game
4. 12U Single A: home plate umpire, \$45 per game; field umpire, \$35 per game
5. 14U Double A: home plate umpire, \$60 per game; field umpire, \$60 per game

### **6.7.2 Special circumstances**

For games cancelled due to inclement weather, rescheduling or forfeiture, umpires will be notified as soon as the umpire coordinator confirms changes. Umpires will be considered for any rescheduled games, depending on umpire availability at the time of the rescheduled game.

- Umpires arriving to games that start but are cancelled due to inclement weather will be paid in full. Umpires at the Rookie level or above who unexpectedly worked a game alone will be entitled to the home plate umpire pay in addition to half of the field umpire pay.

## 7 Revision History

Fall 2012:

2.2.1 Discovery (6U), Prospect (8U) and Rookie (10U) divisions unless otherwise noted will follow the American League rules for the Fall Season

2.12 End of season tournaments will be played after the fall and spring regular season in all age groups except T-ball. All tournament games will play by the same rules as the regular season, no exceptions. Seedings if applicable shall be based on runs allowed in all age groups except Prospect/ Coach Pitch where seedings will be done based on Runs Scored. Details on the tournaments will be posted prior to the start of the tournament as this is subject to the total number of teams in the division and timing.

3.2.2 Players must play within the division assigned to their age or play by grade per the table below. No players will be allowed to play outside these age cutoffs.

**5.5.2 National League Rules** - 2.Batting rules for National League will be used for Fall Season

05/01/13:

Added section 2.13 (All Star Program) based on updates from information on LTYA web site. Web site information removed in favor of this document.

Section 2.13 (Bat Rules) renumbered to section 2.14.

Various formatting and cosmetic changes.

1/12/14:

Amended 3.2.3 to limit number of NL teams to  $\frac{1}{3}$  of a league.

Amended 4.1 to include coaching selection priority

Amended 4.5.6.1.2 to distinguish NL eligibility

Amended 5.6.1.3, 5.7.1.3 and 5.8.1.3 to allow starting pitchers exemption from rotation.

Added 5.4.3.5 and 5.5.3.5 to eliminate posting of standings for American League and use of standings for EOS seeding

Added 4.5.6.1.9 to limit selection time in drafts

Added 4.5.6.3 to limit selection time in late rounds of AL draft

Added 5.3.25 to limit coach's access to field of play

Added 5.3.26-28 to clarify complete and suspended games.

08/11/2014

2.4 Modified wording to account for coaches shirts instead of badges.

3.2.1. Add "Wee Ball" to League Structure

3.2.2 - Wee Ball added

4.4 – Skills Assessment modified to add that 8U and 10U will have assessments in the fall.

5.3 - General Game Rules for all Divisions

#23a Clarified that the warning is for the forfeiture but the rest of the penalty is immediately viable.

#23b Clarification in the event a different player was impacted.

#24 Clarification that a second offense WILL result in the suspension of the coach (rather than "could").

5.4.2 6U National League Rules

5.4.2#3 Redefined that overthrows to anywhere on the field can result in advancing multiple bases.

5.4.2#6 - Not applicable anymore with the change to 5.4.2#3

5.5.1#11 Adds clarification to the "hesitation" rule.

5.5.1#16 Added rule to enforce a courtesy runner for the catcher with 2 outs to speed up play.

5.5.3#3 - Deleted wording regarding Standings not kept in American League

5.6.3 10U National League. Changed base running/stealing to "Modified Stealing".

5.6.4 10U American League. "Closed Base" rule with runner at 3<sup>rd</sup>.

Batter can not go to first base on dropped third strike.

5.6.4 Deleted wording regarding Standings not kept in American League

6.4.1 Took out rule that dictated that umpires stand in the infield in a place acceptable by opposing coaches.

1/15/2015

2.12 Tie-breaker rule added

2.14 Wee Ball and Tee Ball bat rules documented

5.6.4.2 Clarification to ball thrown out of play.

8/10/2015

4.3 Player Protects. 12U changed from 3 player protects + a sponsor to 2 player protects + a sponsor.

1/1/2016

2.10 Clarified batting cage usage.

3.2.2 Adopted rules that allow for players to play "up" by one age year.

4.3 Player Protects: 12U changed from 2 players protects + a sponsor to 3 player protects + a sponsor.

4.3 Player Protects: 10U changed from 3 player protects + a sponsor to 4 player protects + a sponsor.

5.2.1 Changed to."Coaches will pitch three times to each batter. The batter may swing as many times as they want. After three pitches, regardless of whether any were foul balls, if the ball has not been put in play the ball will be put on the Tee. The batter will have two swings per at-bat at the tee. If the second swing results in a foul ball, the batter will be called out. Coach-pitchers pitch to their own team and must start with one foot on the rubber and throw overhand."

5.3.13 Changed rule to clarify that headfirst slides are not allowed unless going back to a base on a pickoff move.

5.3.23e Clarified minimum player participation rules for tournament/extra-inning games.

5.3.26 Declared that pitchers will have no more than 5 warm up pitches in between innings and at pitching changes.

5.3.29 Declaration that no inning will start after 9:30pm at night.

5.6.3 Changed 10U National League modified stealing rule to read "Base runners may take a lead but cannot break for or advance to the next base until the ball leaves the pitcher's hand (Modified Stealing)."

6.5.4 Changed wording to reflect paying umpires weekly.

1/1/2017

2.14 6U Bat Rules. TBall bats are not allowed in National League now as players hit balls thrown by a pitcher.

5.3 Add 27. 5.4.1.10 Changed language from outfielders being positioned "no closer than 15 feet behind base paths" to "no closer than 5 feet behind where the infield dirt and outfield grass intersect".

5.6.1.11 – 10U added "Two minutes or 5 warmup pitches, whichever comes first, will be allowed in between each inning. "

5.6.3. Changed 10U National League stealing rule to allow "Base runners may take a lead and can break for or advance to the next base at any point."

10U and 12U: Added that courtesy runners may be used for the catcher with zero or one out.

10U and 12U: 10U and 12U allow for intentional walks without impacting pitch count.

## **January 14, 2018**

Sec.2.2 – amended pet restriction to allow service animals.

Sec. 2.4 – updated coaches requirements to current requirements.

Sec. 2.7 – updated weather policy to reflect current weather policy as posted on ltya.org

Sec. 2.10 – updated to reflect addition of Field 6 batting cage.

Sec. 2.12 – updated to reflect differences in spring vs. fall tournaments

Sec. 2.13.2.1 – updated process to express interest in All-Star participation.

Sec. 3.1 – updated to current calendar years

Sec. 4.1 – all coaching roles subject to board approval

Sec. 4.4 – make fall 6U assessments dependent on enrollment

Sec. 4.5.2 – WeeBall team creation follows same rules as 6U American League

Sec. 4.5.5 – clarified to reflect league rules

Sec. 4.5.6.1 – remove age requirement for players assessing in the top 60%.

Sec. 4.5.7 – add language making trades after the official draft subject to commissioner and/or board approval

Sec. 5.3.7 – umpires to provide game balls for 6U NL games.

Sec. 5.4.3 – reinforce that scoring is kept for purposes of switching offense and defense and specify the number of defensive coaches allowed on the field of play.

Sec. 5.5.1.7 – added penalty for coach pitcher coaching from pitching mound.

Sec. 5.5.1.16 – added penalty for pitcher not having foot inside pitcher’s mound circle when ball is pitched.

Sec. 6.4.1 – added rule requiring one umpire for 6U NL game, consistent with league practice. Subsequent sections renumbered.

Sec. 6.7.1 – added 6U NL umpire pay scale consistent with league practice.

Various formatting and cosmetic changes.

### **August 21, 2021**

Sec. 2.4 - added reference to LTYA Abuse Prevention Policy in coaches requirements

Sec. 2.14 - updated bat rules to 2-¾ inch barrels to make consistent with league practice

Sec. 3.2.3 - clarified criteria for fall season league division splits

Sec. 4.5.6.1 - a player not attending assessments that is drafted onto an NL team will count as that team’s first round draft pick

Sec. 5.3.3 - added limit on coaches on the field or in the dugout during games

Sec. 5.3.16 - added warning and penalty provision for head first slides

Sec. 5.3.19 - specified when a baserunner may begin stealing home

Sec. 5.3.31 - clarified how pitch counts are affected by suspended games

Sec. 5.4.2- specified where coaches may stand during defensive play

Sec. 5.5.1.8 - clarified effect of batted ball hitting coach pitcher

Sec. 5.5.1.14 - clarified penalty for baserunner leaving base early

Sec. 5.5.1.16 - clarified effect of player-pitcher not being in pitching mound circle

Sec. 5.5.2.1 - clarified NL batting rules

Sec. 5.5.2.2 - removed

Sec. 5.5.3.1 - edited for clarity

Sec. 5.6.1 - clarified that baserunners may not lead off; additional edits for clarity

Sec. 5.6.2 - clarified pitch count for “no rest required”

- Sec. 5.6.3 - clarified that baserunners may not leadoff, when runners may steal home, and removed reference to balks being called.
- Sec. 5.6.4 - remove item 1, which was duplicative of general 10U rules; clarified when a batter facing a coach pitcher is out
- Sec. 5.7.1 - edited for clarity
- Sec. 5.7.2 - clarified pitch count for “no rest required”
- Sec. 5.8.2 - clarified pitch count for “no rest required”
- Sec. 6.7.1 - revised umpire pay scale to reflect actual rates paid

**February 26, 2022**

- Sec. 2.13.2.1 - revise process for expression of interest in All-Star program
- Sec. 5.3.24 - revise penalties for violation of minimum player requirements to remove forfeiture of game, prescribe new penalty process, and described LTYA’s intent of the rule
- Sec. 5.3.25 - revise penalty for use of an illegal bat to remove forfeiture of game and prescribe new penalty process

**September 1, 2023**

- Sec. 2.7 - update lightning policy to 12 miles, consistent with LTYA policy
- Sec. 3.1 - update league cut off dates for future seasons
- Sec. 5.5.1.4 - update removing catcher as an infield position
- Sec. 5.5.1.8 - update to change what happens when a coach pitcher is hit by a batted ball
- Sec. 5.5.6.4 - add rule regarding what happens when a coach pitcher is hit by a batter ball