

# 8 LANCASTER-DEPEW BASEBALL

## HOUSE LEAGUE RULES



2023 SEASON

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# GENERAL LEAGUE RULES

## 1. Age Matrix for Non-Travel Players

JAN	FEB	MAR	APRIL	MAY	JUNE	JULY	AUG	SEPT	OCT	NOV	DEC	
2019	2019	2019	2019	2019	2019	2019	2019	2018	2018	2018	2018	TB
2018	2018	2018	2018	2018	2018	2018	2018	2017	2017	2017	2017	TB
2017	2017	2017	2017	2017	2017	2017	2017	2016	2016	2016	2016	PM6
2016	2016	2016	2016	2016	2016	2016	2016	2015	2015	2015	2015	PM
2015	2015	2015	2015	2015	2015	2015	2015	2014	2014	2014	2014	PM
2014	2014	2014	2014	2014	2014	2014	2014	2013	2013	2013	2013	Min
2013	2013	2013	2013	2013	2013	2013	2013	2012	2012	2012	2012	Min
2012	2012	2012	2012	2012	2012	2012	2012	2011	2011	2011	2011	Maj
2011	2011	2011	2011	2011	2011	2011	2011	2010	2010	2010	2010	Maj
2010	2010	2010	2010	2010	2010	2010	2010	2009	2009	2009	2009	Sen
2009	2009	2009	2009	2009	2009	2009	2009	2008	2008	2008	2008	Sen
2008	2008	2008	2008	2008	2008	2008	2008	2007	2007	2007	2007	Sen
2007	2007	2007	2007	2007	2007	2007	2007	2006	2006	2006	2006	BL
2006	2006	2006	2006	2006	2006	2006	2006	2005	2005	2005	2005	BL
2005	2005	2005	2005	2005	2005	2005	2005	2004	2004	2004	2004	BL

TB - T-Ball

PM6 - Pitching Machine Division for 6 year olds

PM - Pitching Machine Division

Min. - Minor League Division

Maj. - Major League Division

SR - Seniors Division

BL - Big League Division

## 2. Age Matrix for Travel Players

	JAN	FEB	MAR	APRIL	MAY	JUNE	JULY	AUG	SEPT	OCT	NOV	DEC
2016	PM 7U	PM 7U	PM 7U	PM 7U								
2015	PM 8U	PM 8U	PM 8U	PM 8U	PM 7U	PM 7U	PM 7U	PM 7U	PM 7U	PM 7U	PM 7U	PM 7U
2014	Min. 9U	Min. 9U	Min. 9U	Min. 9U	PM 8U	PM 8U	PM 8U	PM 8U	PM 8U	PM 8U	PM 8U	PM 8U
2013	Min. 10U	Min. 10U	Min. 10U	Min. 10U	Min. 9U	Min. 9U	Min. 9U	Min. 9U	Min. 9U	Min. 9U	Min. 9U	Min. 9U
2012	Maj 11U	Maj 11U	Maj 11U	Maj. 11U	Min. 10U	Min. 10U	Min. 10U	Min. 10U	Min. 10U	Min. 10U	Min. 10U	Min. 10U
2011	Maj 12U	Maj 12U	Maj 12U	Maj 12U	Maj 11U	Maj 11U	Maj 11U	Maj 11U	Maj 11U	Maj 11U	Maj 11U	Maj 11U
2010	SR 13U	SR 13U	SR 13U	SR 13U	Maj 12U	Maj 12U	Maj 12U	Maj 12U	Maj 12U	Maj 12U	Maj 12U	Maj 12U
2009	SR 14U	SR 14U	SR 14U	SR 14U	SR 13U	SR 13U	SR 13U	SR 13U	SR 13U	SR 13U	SR 13U	SR 13U
2008	SR 15U	SR 15U	SR 15U	SR 15U	SR 14U	SR 14U	SR 14U	SR 14U	SR 14U	SR 14U	SR 14U	SR 14U
2007	BL 16U	BL 16U	BL 16U	BL 16U	SR 15U	SR 15U	SR 15U	SR 15U	SR 15U	SR 15U	SR 15U	SR 15U
2006	BL 17U	BL 17U	BL 17U	BL 17U	BL 16U	BL 16U	BL 16U	BL 16U	BL 16U	BL 16U	BL 16U	BL 16U
2005	BL 18U	BL 18U	BL 18U	BL 18U	BL 17U	BL 17U	BL 17U	BL 17U	BL 17U	BL 17U	BL 17U	BL 17U
2004					BL 18U	BL 18U	BL 18U	BL 18U	BL 18U	BL 18U	BL 18U	BL 18U

TB - T-Ball  
 PM - Pitching Machine Division  
 Min. - Minor League Division  
 Maj. - Major League Division  
 SR - Seniors Division  
 BL - Big League Division

2.1. Travel players are eligible to opt out of House Baseball at 10U and above.

### **3. Game Scores**

- 3.1. All game scores must be submitted to the League Director within 48 hours.
- 3.2. All game scores must be submitted to the League Director's official email address:
  - pm@lancaster-depewbaseball.com
  - minors@lancaster-depewbaseball.com
  - majors@lancaster-depewbaseball.com
  - seniors@lancaster-depewbaseball.com
  - bigleague@lancaster-depewbaseball.com

### **4. Game Time Limits**

- 4.1. A new inning cannot start after the time listed before:
  - T-Ball & PM6 League - 90 minutes
  - Pitching Machine, Minor League, & Major League - 120 minutes
  - Senior & Big League - No official time limit other than darkness
- 4.2. For night games on Offermann and Brickyard, the early game must end at 8:15pm.

### **5. Protests**

- 5.1. Protests are allowed on rule interpretations only. A protest submitted on a judgment call will not be considered under any circumstance.
- 5.2. Before an official protest is submitted, all efforts should be made to resolve the conflict. To officially submit a protest, the protesting manager must notify the umpire(s) and the opposing manager of their intent to protest. When notified of the intent to protest, the umpire(s) must sign and time the scorebook.
- 5.3. League Directors must receive formal written notice of a protest within 24 hours of the start time of the game in question. This formal notice must be submitted to the League Directors official league email address.

## 6. Official Game

- 6.1. To officially begin play, all divisions must field 9 players, except for Seniors League & Big Leagues which only requires 8 players to officially begin play.
- 6.2. A 15-minute grace period will be granted if needed in order to field an official game. If an official game cannot be fielded before the 15-minute grace period expires, the team that is unable to field the requisite number of players will forfeit. An exhibition game may be played if so desired, but only after a forfeit is officially called.
- 6.3. Due to insurance liability risks, all players must be officially registered in order to play in any age division. Players seeking to join Lancaster Depew Baseball after its official registration periods have expired, must obtain the permission of the Lancaster Depew Baseball Board of Directors. **AN UNREGISTERED PLAYER MAY NOT TAKE THE FIELD UNDER ANY CIRCUMSTANCES.** No board member, director, manager, coach, volunteer, sponsors, or participating family has the authority to violate this condition. Anyone caught in violation of this rule is in automatic violation of the Code of Conduct / Zero Tolerance Policy and they, along with their team, are subject to disciplinary action by the League.

## 7. Call-Up Rule

- 7.1. Managers may call up players from lower age divisions using the “farm system” approach in order to avoid canceling a game due to a depleted roster.
- 7.2. Each League Director will compile an available list of qualified players that are willing to be “called up” to the next division if needed. This list should consist of 2 or 3 players from each team. Managers in need of call up players must call qualified player(s) on the call up list.
- 7.3. All call ups are eligible to play infield or outfield, but must bat last in order. Call up players cannot pitch or catch in any division, except for Seniors and Big Leagues.

## **8. Player Substitutions (T-Ball through Major League Only)**

- 8.1. Free substitution is allowed for all regular season and playoff games.
- 8.2. Managers / Coaches are required to exchange player names AND jersey numbers before the game officially begins. Both teams should record these names and jersey numbers in their scorebooks.
- 8.3. Catcher speed up rule is in effect at all leagues. If the next innings catcher is on the bases and there are two outs, the last recorded out can sub for the catcher as a runner with no penalty.

## **9. Weather**

- 9.1. When lightning is seen or thunder is heard, play is immediately suspended and all players, coaches, and umpires are to vacate the field area for 15 minutes.

## **10. Equipment**

- 10.1. USA and wood bats only for Tball - Majors. Any batter who enters the batter's box with a non-approved bat will be called out. USA bats must have this logo:



- 10.2. No metal spikes (except for Senior Division)
- 10.3. All players must wear a protective cup
- 10.4. Two-piece catcher masks are permitted providing ears are covered and protected.

## **11. Rules**

- 11.1. The rulebook for Little League International will be the official rulebook for any rule not specified in this rulebook.

# T-BALL DIVISION

## 1. Game Specifics

- 1.1. Field dimensions: Bases are 60 ft. and the pitching rubber is 46 ft. from the back of home plate.
- 1.2. Game Length: 6 innings max or should be played during each game within established time limits.
- 1.3. Home team is responsible for supplying the "T" for the game.
- 1.4. The league starts on the "T" only. After the 5th game, a coach has the option of transitioning his team to coach pitch. Teams can play a game with one team transitioning to coach pitch and the other team still playing off the "T". If a player is truly struggling, he/she can stick with the "T" for the remainder of the season.
- 1.5. The hitting teams coaches will act as umpires and will declare runners out or safe. In general, on bang-bang plays, the umpire-coaches should give the benefit of the doubt to the defense to reward defense and good effort.
- 1.6. If a batter or runner is declared out, that batter / runner will be removed from the bases. However, the half inning does not end after three outs are declared. The entire roster bats every inning, no matter what.
- 1.7. The last batter of an inning is not an automatic homerun. The defense reacts to the ball and when the natural conclusion of the play is reached, that half inning is over.
- 1.8. No score will be kept for the game. There are no playoffs for T-Ball.

## 2. Defensive Positions

- 2.1. The infield will consist of 6 positions: Pitcher, 1B, 2B, 3B, SS, and an additional roving infielder who plays directly on second base. This is designed so that players learn the "*real feel*" of baseball while removing the confusion of who covers second base in certain scenarios.
- 2.2. The outfield will consist of the remaining players present for that team. No player is to sit on the defensive bench unless injured or the parents choose for the player to sit out.



- 2.3. There is no catcher position for this division.
- 2.4. No players are to play the same position two innings in a row and every player must play infield for at least two innings.

### **3. Fielding**

- 3.1. Defensive players must make a throw to record an out unless they are the closest player to the bag.
  - Ex: There is a runner on first and second when the batter hits the ball to the shortstop. The shortstop fields the ball and out runs the runner to third base. The runner is safe, because the shortstop did not throw the ball.
  - Ex: There is a runner on first and second when the batter hits the ball to the shortstop. The shortstop fields the ball and tags the runner while he is trying to advance to third. The runner is safe because the shortstop did not throw the ball.
  - Ex: There is a runner on first and second when the batter hits the ball to the shortstop. The shortstop fields the ball and throws it to the third baseman who catches it and steps on third base. The runner is out.
- 3.2. For a force out at second base when the shortstop or second baseman fields the ball, the fielder must throw the ball to the roving infielder positioned on second base, unless the shortstop or second baseman are five steps or less from second base.

### **4. Pitching**

- 4.1. Pitches should be thrown from a reasonable distance to allow the player a chance to hit.
- 4.2. Overhead pitching preferred.

### **5. Hitting**

- 5.1. Coach pitch has a 5 strike limit. If a player fouls a 5th pitch or later, he gets more until he hits or completely misses. If a player “strikes out,” he will then hit off the “T”. The “strike out” will not be considered an out.

- 5.2. A fair ball is a ball hit between 1st and 3rd baseline and at least 15 feet from home plate. A ball that does not travel 15 feet or more between the baselines is considered a foul ball. As with any foul ball, all runners return to the base they started on that at bat and the batter continues batting.
- 5.3. There is no bunting at this level under any circumstances.
- 5.4. If the pitcher (coach) interferes with a ground ball, it will be a dead-ball base hit at the discretion of the coach. The coach can also give the batter a mulligan and allow the hitter to hit again. The principle is to avoid infielders charging a ground ball near the coach and risking injury. Runners advance one base only in this circumstance unless the mulligan option is taken.

## **6. Base Running**

- 6.1. It is not station to station. If a player hits a legitimate double, he's allowed to take a double.
- 6.2. Play ends when the outfield returns the ball to the infield. It need not be in control of an infielder - simply returned to the infield.
- 6.3. Under no circumstance can a runner advance on an overthrow.
- 6.4. There is no leading off or stealing bases. Base runners must stay in contact with the base they occupy until a legal ball is struck by the batter.

## **7. Uniforms, Equipment, and Safety**

- 7.1. All players should wear their LDB issued team jersey and hat. Protective cup and baseball pants or gym / sweatpants are not provided but are also required. No shorts allowed. Hats must be worn forward and shirts must be tucked in during all games. Molded rubber cleats or sneakers are required.
- 7.2. Batters and runners must wear protective helmets at all times while in play.
- 7.3. No plays will be made at home plate.
- 7.4. USA and wood bats only.

## PITCHING MACHINE 6 DIVISION

### 1. Game Specifics

- 1.1. Field dimensions: Bases are 60 ft. and the pitching rubber is 46 ft. from the back of home plate.
- 1.2. The game length is 6 innings maximum, mercy rule, or the two hour time limit, whichever happens first. A new inning may not begin after 1 hour and 45 minutes. Even if time permits, a 7th inning should never be played, even if the teams are tied.
- 1.3. Free substitution. All players must experience 2 complete innings in the infield and 1 complete inning in the outfield. The same player may not sit 2 innings until every other player has sat 1 complete inning. If the head coach and guardians of a player agree that it is a safety risk for a specific player to play infield, that player can legally play only outfield but this must be approved by the House Roster Committee of the Lancaster Depew Baseball Board of Directors. The goal of every coach must be an equal distribution of reps at infield and outfield over the entire season for every player.
- 1.4. A half inning is concluded after 3 outs or 6 runs scored. There is no run limit on the last inning, meaning that the defense must earn 3 outs for the half inning to end. Coaches and umpire(s) may agree before the start of an inning that the 5th inning will probably be the last inning due to weather or time limit. In that scenario there is no run limit that inning, but under no circumstances should a 6th inning be played. There is no continuation of runs above 6 unless it is an over the fence homerun.
  - 1.4.1. Ex: Bases are loaded and the batting team currently has scored 5 runs this inning. The batter hits a stand up double resulting in two runners safely touching home plate. Only 1 of the runs counts.
  - 1.4.2. Ex: Bases are loaded and the batting team currently has scored 5 runs this inning. The batter hits a homerun over the fence, thereby scoring all 3 runners and himself. That team would score 9 runs that inning.
- 1.5. Mercy Rule: The game is officially over after one team has a 15 run differential at the end of the 5th inning. If the home team is the team with the 15 run advantage, then the game would end at 4½ innings.
- 1.6. The setup and takedown of the pitching machine is the responsibility of the “home team” as noted on the official season schedule.

- 1.7. Managers / Coaches or parents will act as “umpires.”
- 1.8. Score will be kept. There are no playoffs.

## 2. Defensive Positions

- 2.1. The infield will consist of 5 basic positions: P, 1B, 2B, 3B, and SS.
- 2.2. Each team will field a catcher but it is not considered an infield position.
- 2.3. The pitcher will start each pitch with one foot on the grass and one foot in the dirt of the pitcher’s mound, on either side of the machine (it is the player's choice which side he is on and he is allowed to choose a side for each batter). The pitcher should always be parallel with or behind the pitcher’s rubber.
- 2.4. The outfield will consist of 4 outfielders: LF, LC, RC, and RF. There is no roving outfielder. All outfielders must be a minimum of 10 feet from the edge of the grass separating the infield and outfield.

## 3. Fielding

- 3.1. Defensive players must make a throw to record an out unless they are the closest player to the bag. Failure to follow the principles of the correct baseball play will result in the runner being called safe.
  - Ex: There is a runner on first and second when the batter hits the ball to the shortstop. The shortstop fields the ball and out runs the runner to third base. The runner is safe, because the shortstop did not throw the ball.
  - Ex: There is a runner on first and second when the batter hits the ball to the shortstop. The shortstop fields the ball and tags the runner while he is trying to advance to third. The runner is out because that is a normal baseball play.
  - Ex: There is a runner on first and second when the batter hits the ball to the shortstop. The shortstop fields the ball and throws it to the third baseman who catches it and steps on third base. The runner is out.
- 3.2. Force plays at 2B must also be thrown by the shortstop or second baseman, unless the fielder is 5 running steps or fewer from second base.

## 4. Pitching

- 4.1. All pitching in the division will be done by a pitching machine and the speeds will follow this schedule:
  - Games 1 - 5 will be set at 30mph
  - Games 6 - 10 will be set at 34mph
- 4.2. The pitching machine speed will be set according to the game record of the team with the fewest games.
  - Ex: The home team has finished 5 games but the visiting team has finished only 4 games. The machine will be set to 30mph.
- 4.3. The batting team must supply a coach/parent to feed the pitching machine.

## 5. Hitting

- 5.1. There is a 5 pitch limit or three strikes, whichever comes first. If a player fouls a 5th pitch or later, he gets another pitch until he swings and misses or hits a legal ball.
- 5.2. If a batter has failed to hit a fair ball from the machine, then the Tee will be used for the batter to hit a fair ball. A batter is eligible to hit from the Tee even if they “struck out” from the machine.
- 5.3. Under no circumstances can a batter be walked or beaned.
- 5.4. A pitch from the machine that is deemed “unhittable” by either manager should be labeled a “no pitch” and should in no way alter the batter’s pitch count. The manager must loudly declare “no pitch.” The goal is for batters to legally hit pitches from the machine.
- 5.5. A batter is allowed to position themselves forward (toward the machine) or backward (toward the catcher) in the batter’s box in order to accommodate the player’s height and make the pitches from the machine more equitable. The batter may have both feet out of the batter’s box if necessary to consistently make the pitches hittable for the batter.
- 5.6. A fair ball is a batted bat hit between the 1st and 3rd baseline. There is no bunting. Any ball batted at with a full swing (not a bunt) that enters the field of play is considered a fair ball and in play.

- 5.7. If a batted ball makes contact with the pitching machine, cord, bucket, coach, or umpire, it will be a dead-ball base hit. Runners advance one base only in this circumstance. If the umpire feels that a coach purposefully made contact with a batted ball or purposefully allowed a batted ball to make contact with him, the batter will be declared out and the runners returned to the base they occupied before that pitch.

## 6. Base Running

- 6.1. Runners will only legally advance one base at a time, unless a ball is batted PAST the outfielders, in which every base runner can only advance two bases. This does not mean that the runners are automatically awarded those bases but will be called out if the defense makes a legal play that would normally result in the runner being called out.
- 6.2. Play ends when the outfield returns the ball to the infield and it is under the control of an infielder. If a runner is between two bases when the infielder gains control of the ball in the infield, the play will be allowed to come to its natural conclusion.
  - Ex: The shortstop taking a cut-off in the outfield must return to the infield or relay the ball to an infielder who is actually in the infield, in order to stop the runners from advancing.
- 6.3. If a runner attempts to advance to another base after the infield has gained control of the batted ball in the infield, that runner is in peril until he is declared out or safely arrives at a base. If he is out as a result of the play, then the runner is out. If the runner has successfully advanced a base after the infield had control of the ball, then the runner will be moved back to the base he had legally occupied.
- 6.4. There will be no advancing of bases on any overthrow.
- 6.5. There is no leading off or stealing bases. Base runners must stay in contact with the base they occupy until a pitched ball arrives at home plate. Base runners are allowed to leave the base when the ball arrives at home plate even if contact is not made by the batter, but under no circumstance can that runner advance to the next base unless the batter hits the ball into fair territory.
- 6.6. Outs count and three outs ends the half inning, even if the batting team has not batted through their entire order. Runners declared out are to come off the field.

## **7. Uniforms, Equipment, and Safety**

- 7.1. All players should wear their LDB issued team jersey and hat. Protective cup and baseball pants or gym / sweatpants are not provided but are also required. No shorts allowed. Hats must be worn forward and shirts must be tucked in during all games. Molded rubber cleats or sneakers are required.
- 7.2. Batters and runners must wear protective helmets at all times while in play.
- 7.3. There are no head first slides.
- 7.4. The pitching machine can only be adjusted at the start of a new inning if both managers agree that it should be adjusted.
- 7.5. Players in the Pitcher position must wear a protective helmet with a face guard while on the field.
- 7.6. USA and wood bats only.

## PITCHING MACHINE DIVISION

### 1. Game Specifics

- 1.1. Field dimensions: Bases are 60 ft. and the pitching rubber is 46 ft. from the back of home plate.
- 1.2. The game length is 6 innings maximum, mercy rule, or the two hour time limit, whichever happens first. A new inning may not begin after 1 hour and 45 minutes. Even if time permits, a 7th inning should never be played, even if the teams are tied. There is no time limit for playoff games.
- 1.3. Free substitution. All players must experience 2 complete innings in the infield and 1 inning in the outfield. The same player may not sit 2 innings until every other player has sat 1 complete inning. If the head coach and guardians of a player agree that it is a safety risk for a specific player to play infield, that player can legally play only outfield but this must be approved by the House Roster Committee of the Lancaster Depew Baseball Board of Directors. The goal of every coach must be an equal distribution of reps at infield and outfield over the entire season for every player.
- 1.4. A half inning is concluded after 3 outs or 6 runs scored. There is no run limit on the last inning, meaning that the defense must earn 3 outs for the half inning to end. Coaches and umpire(s) may agree before the start of an inning that the 5th inning will probably be the last inning due to weather or time limit. In that scenario there is no run limit that inning, but under no circumstances should a 6th inning be played. There is no continuation of runs above 6 unless it is an over the fence homerun.
  - 1.4.1. Ex: Bases are loaded and the batting team currently has scored 5 runs this inning. The batter hits a stand up double resulting in two runners safely touching home plate. Only 1 of the runs counts.
  - 1.4.2. Ex: Bases are loaded and the batting team currently has scored 5 runs this inning. The batter hits a homerun over the fence, thereby scoring all 3 runners and himself. That team would score 9 runs that inning.
- 1.5. Mercy Rule: The game is officially over after one team has a 15 run differential at the end of the 5th inning. If the home team is the team with the 15 run advantage, then the game would end at 4½ innings.
- 1.6. The setup and takedown of the pitching machine is the responsibility of the “home team” as noted on the official season schedule.



- 1.7. The umpire must sign and print their name on the home team's scorebook upon receipt of payment from the manager/coach.
- 1.8. Score will be kept. Wins and losses will impact playoff positioning.

## **2. Defensive Positions**

- 2.1. The infield will consist of 5 basic positions: P, 1B, 2B, 3B, and SS.
- 2.2. Each team will field a catcher but it is not considered an infield position.
- 2.3. The pitcher will start each pitch with one foot on the grass and one foot in the dirt of the pitcher's mound, on either side of the machine (it is the player's choice which side he is on and he is allowed to choose a side for each batter). The pitcher should always be parallel with or behind the pitcher's rubber.
- 2.4. The outfield will consist of 4 outfielders: LF, LC, RC, and RF. There is no roving outfielder. All outfielders must be a minimum of 10 feet from the edge of the grass separating the infield and outfield.

## **3. Fielding**

- 3.1. Normal fielding rules apply.

## **4. Pitching**

- 4.1. All pitching in the division will be done by a pitching machine set to 38 mph.
- 4.2. The batting team must supply a coach/parent to feed the pitching machine.

## **5. Hitting**

- 5.1. There is a 5 pitch limit or three strikes, whichever comes first. If a player fouls a 5th pitch or later, he gets another pitch until he swings and misses or hits a legal ball.
- 5.2. A fair ball is a batted bat hit between the 1st and 3rd baseline. There is no bunting. Any ball batted at with a full swing (not a bunt) that enters the field of play is considered a fair ball and in play.

- 5.3. A pitch from the machine that is deemed “unhittable” by the umpire should be labeled a “no pitch” and should in no way alter the batter’s pitch count. The umpire should loudly declare “no pitch” and signal a dead ball. If the batter swings, then the pitch is a strike and the “no pitch” call is void. The goal is for batters to begin to recognize balls from strikes.
- 5.4. A batter is allowed to position themselves forward (toward the machine) or backward (toward the catcher) in the batter’s box in order to accommodate the player’s height and make the pitches from the machine more equitable. The batter may have both feet out of the batter’s box if necessary to consistently make the pitches hittable for the batter.
- 5.5. If a batted ball makes contact with the pitching machine, cord, bucket, coach, or umpire, it will be a dead-ball base hit. Runners advance one base only in this circumstance. If the umpire feels that a coach purposefully made contact with a batted ball or purposefully allowed a batted ball to make contact with him, the batter will be declared out and the runners returned to the base they occupied before that pitch.

## **6. Base Running**

- 6.1. It is not station to station. If a player hits a double, he’s allowed to take a double.
- 6.2. Play ends when the outfield returns the ball to the infield and it is under the control of an infielder. If a runner is between two bases when the infielder gains control of the ball in the infield, the play will be allowed to come to its natural conclusion.
  - Ex: The shortstop taking a cut-off in the outfield must return to the infield or relay the ball to an infielder who is actually in the infield, in order to stop the runners from advancing.
- 6.3. If a runner attempts to advance to another base after the infield has gained control of the batted ball in the infield, that runner is in peril until he is declared out or safely arrives at a base. If he is out as a result of the play, then the runner is out. If the runner has successfully advanced a base after the infield had control of the ball, then the runner will be moved back to the base he had legally occupied.
- 6.4. Running on overthrows (one base per batted ball) is allowed at the base runner’s peril.

- 6.5. There is no leading off or stealing bases. Base runners must stay in contact with the base they occupy until a pitched ball arrives at home plate. Base runners are allowed to leave the base when the ball arrives at home plate even if contact is not made by the batter, but under no circumstance can that runner advance to the next base unless the batter hits the ball into fair territory.

## **7. Uniforms, Equipment, and Safety**

- 7.1. All players should wear their LDB issued team jersey and hat. Protective cup and baseball pants or gym / sweatpants are not provided but are also required. No shorts allowed. Hats must be worn forward and shirts must be tucked in during all games. Molded rubber cleats or sneakers are required.
- 7.2. Batters and runners must wear protective helmets at all times while in play.
- 7.3. There are no head first slides.
- 7.4. The pitching machine can only be adjusted at the start of a new inning.
- 7.5. Catchers must be in full catcher's gear (including a protective cup) and be positioned in a "catcher's crouch" within 5 feet of home plate on all pitches.
- 7.6. Players in the pitcher's position must wear a protective helmet with a face guard while on the field.
- 7.7. USA and wood bats only.

## MINOR LEAGUE DIVISION

### 1. Game Specifics

- 1.1. Field dimensions: Bases are 60 ft. and the pitching rubber is 46 ft. from the back of home plate.
- 1.2. The game length is 6 innings maximum, mercy rule, or the two hour time limit, whichever happens first. A new inning may not begin after 1 hour and 45 minutes. Even if time permits, a 7th inning should never be played, even if the teams are tied. There is no time limit for playoff games.
- 1.3. Free substitution. All players must experience 2 complete innings in the infield and 1 complete inning of outfield. The same player may not sit 2 innings until every other player has sat 1 complete inning. If the head coach and guardians of a player agree that it is a safety risk for a specific player to play infield, that player can legally play only outfield but this must be approved by the division director and house director after talking to the coach and the player's guardians. The goal of every coach must be an equal distribution of reps at infield and outfield over the entire season for every player.
- 1.4. A half inning is concluded after 3 outs or 5 runs scored. There is no run limit on the last inning, meaning that the defense must earn 3 outs for the half inning to end. Coaches and umpire(s) may agree before the start of an inning that the 5th inning will probably be the last inning due to weather or time limit. In that scenario there is no run limit that inning, but under no circumstances should a 6th inning be played. There is no continuation of runs above 6 unless it is an over the fence homerun.
  - 1.4.1. Ex: Bases are loaded and the batting team currently has scored 5 runs this inning. The batter hits a stand up double resulting in two runners safely touching home plate. Only 1 of the runs counts.
  - 1.4.2. Ex: Bases are loaded and the batting team currently has scored 5 runs this inning. The batter hits a homerun over the fence, thereby scoring all 3 runners and himself. That team would score 9 runs that inning.
- 1.5. Mercy Rule: The game is officially over after one team has a 15 run differential at the end of the 5th inning. If the home team is the team with the 15 run advantage, then the game would end at 4½ innings.

- 1.6. The umpire must sign and print their name on the home team's scorebook upon receipt of payment from the manager/coach.
- 1.7. Score will be kept. Wins and losses will impact playoff positioning.
- 1.8. Infield fly rule is not in effect.
- 1.9. There is no advancement of the batter on a dropped 3rd strike.
- 1.10. Teams will be allowed to start a game with only 8 players and increase that number to 9 if or when another player becomes available. Also, a team will be allowed to complete the game with only 8 players in an attempt to not penalize the remaining players on the team.

## **2. Defensive Positions**

- 2.1. The infield will consist of the 6 basic positions: P, C, 1B, 2B, 3B, and SS.
- 2.2. The outfield will consist of 4 outfielders: LF, LC, RC, and RF. There is no roving outfielder. All outfielders must be a minimum of 10 feet from the edge of the grass separating the infield and outfield.

## **3. Fielding**

- 3.1. Normal fielding rules apply.

## **4. Pitching**

- 4.1. The "balk" rules does not apply.
- 4.2. There is a 6 out limit per game for each pitcher and an 18 out limit per pitcher in a calendar week. The 18 out limit includes any travel pitching as well. The house manager should coordinate with a travel players' travel manager to ensure that the player has availability to pitch for travel games.
- 4.3. A non-travel player must record 6 outs by the end of the 4th inning. The age of the non-travel player does not matter. This allows for player development as well as fairness of play between all teams. Any coach not utilizing non-travel pitchers before the 4th inning should be reported to the league director at [minorleague@lancaster-depewbaseball.com](mailto:minorleague@lancaster-depewbaseball.com)

- 4.4. All players must record at least 6 outs as pitcher before the conclusion of the regular season.
- 4.5. If a half inning ends due to a run limit being scored, it will be counted as though the pitcher recorded 3 outs.
- 4.6. If a pitcher hits his/her 3rd batter in the game, the pitcher must be immediately removed from the mound. He is allowed to play in the field but cannot return to the mound.

## 5. Hitting

- 5.1. Continuous batting order is in effect, which means that a player bats even if they did not play the field that half inning.
- 5.2. Bunting is allowed but under no circumstances will a batter be allowed to show bunt and then take a half, three quarter, or full swing. If a batter shows bunt and then **attempts** any swing, the batter will immediately be called out. Warnings will not be issued.

## 6. Base Running

- 6.1. Runners may not lead off until the ball arrives at home plate. If a runner leaves the base early, an umpire warning will be given on the first instance. If a runner from the warned team leaves the base early again, that runner and each one after that will be called out.
- 6.2. Base stealing is allowed for 2nd and 3rd base only.
- 6.3. There are no head first slides when advancing to a new base, however a runner may dive head first back into a base that he already occupied.

## 7. Uniforms, Equipment, and Safety

- 7.1. All players should wear their LDB issued team jersey and hat. Protective cup and baseball pants or gym / sweatpants are not provided but are also required. No shorts allowed. Hats must be worn forward and shirts must be tucked in during all games. Molded rubber cleats or sneakers are required.

- 7.2. Batters and runners must wear protective helmets at all times while in play.
- 7.3. Catchers must be in full catcher's gear (including a protective cup) and be positioned in a "catcher's crouch" within 5 feet of home plate on all pitches.
- 7.4. USA and wood bats only.

# MAJOR LEAGUE DIVISION

## 1. Game Specifics

- 1.1. Field dimensions: Bases are 70 ft. and the pitching rubber is 50 ft. from the back of home plate.
- 1.2. The game length is 6 innings maximum, mercy rule, or the two hour time limit, whichever happens first. A new inning may not begin after 1 hour and 45 minutes. Even if time permits, a 7th inning should never be played, even if the teams are tied. There is no time limit for playoff games.
- 1.3. Free substitution. All players must experience 2 complete innings in the infield and 1 inning in the outfield. The same player may not sit 2 innings until every other player has sat 1 complete inning. If the head coach and guardians of a player agree that it is a safety risk for a specific player to play infield, that player can legally play only outfield but this must be approved by the division director and house director after talking to the coach and the player's guardians. The goal of every coach must be an equal distribution of reps at infield and outfield over the entire season for every player.
- 1.4. A half inning is concluded after 3 outs or 5 runs scored. There is no run limit on the last inning, meaning that the defense must earn 3 outs for the half inning to end. Coaches and umpire(s) may agree before the start of an inning that the 5th inning will probably be the last inning due to weather or time limit. In that scenario there is no run limit that inning, but under no circumstances should a 6th inning be played. There is no continuation of runs above 6 unless it is an over the fence homerun.
  - 1.4.1. Ex: Bases are loaded and the batting team currently has scored 5 runs this inning. The batter hits a stand up double resulting in two runners safely touching home plate. Only 1 of the runs counts.
  - 1.4.2. Ex: Bases are loaded and the batting team currently has scored 5 runs this inning. The batter hits a homerun over the fence, thereby scoring all 3 runners and himself. That team would score 9 runs that inning.
- 1.5. Mercy Rule: The game is officially over after one team has a 15 run differential at the end of the 5th inning. If the home team is the team with the 15 run advantage, then the game would end at 4½ innings.
- 1.6. The umpire must sign and print their name on the home team's scorebook upon receipt of payment from the manager/coach.



- 1.7. Score will be kept. Wins and losses will impact playoff positioning.
- 1.8. Infield fly rule is not in effect.
- 1.9. There is no advancement of the batter on a dropped 3rd strike.
- 1.10. Teams will be allowed to start a game with only 8 players and increase that number to 9 if or when another player becomes available. Also, a team will be allowed to complete the game with only 8 players in an attempt to not penalize the remaining players on the team.

## **2. Defensive Positions**

- 2.1. The infield will consist of the 6 basic positions: Pitcher, Catcher, 1B, 2B, 3B, and SS.
- 2.2. The outfield will consist of 3 outfielders: LF, CF, and RF. There is no roving outfielder. All outfielders must be a minimum of 10 feet from the edge of the grass separating the infield and outfield.

## **3. Fielding**

- 3.1. Normal fielding rules apply.

## **4. Pitching**

- 4.1. The “balk” rule does not apply. If the pitcher “balks” the umpire will declare “dead ball” and will explain to the pitcher why a balk was called. Under no circumstances should a runner advance when a “dead ball” is called for a traditional balk.
- 4.2. There is a 6 out limit per game for each pitcher and an 18 out limit per pitcher in a calendar week. The 18 out limit includes any travel pitching as well. The house manager should coordinate with a travel players’ travel manager to ensure that the player has availability to pitch for travel games.
- 4.3. A non-travel player must record 6 outs by the end of the 4th inning. The age of the non-travel player does not matter. This allows for player development as well as fairness of play between all teams.

- 4.4. All players must record at least 6 outs as pitcher before the conclusion of the regular season.
- 4.5. If a half inning ends due to a run limit being scored, it will be counted as though the pitcher recorded 3 outs.
- 4.6. If a pitcher hits his/her 3rd batter in the game, the pitcher must be immediately removed from the mound. He is allowed to play in the field but cannot return to the mound.

## 5. Hitting

- 5.1. Continuous batting order is in effect, which means that a player bats even if they did not play the field that half inning.
- 5.2. Bunting is allowed but under no circumstances will a batter be allowed to show bunt and then take a half, three quarter, or full swing. If a batter shows bunt and then **attempts** any swing, the batter will immediately be called out. Warnings will not be issued.

## 6. Base Running

- 6.1. Runners may take normal lead offs with the exception of 3rd base where they may only take a 6 foot lead. Secondary lead offs are permitted at all bases except for 3rd base.
- 6.2. Base stealing is allowed for all bases including home. Runner must wait until the pitcher makes a move towards a base / home plate before attempting to steal a base.
- 6.3. There are no head first slides when advancing to a new base, however a runner may dive head first back into a base that he already occupied.

## 7. Uniforms, Equipment, and Safety

- 7.1. All players should wear their LDB issued team jersey and hat. Protective cup and baseball pants or gym / sweatpants are not provided but are also required. No shorts allowed. Hats must be worn forward and shirts must be tucked in during all games. Molded rubber cleats or sneakers are required.

- 7.2. Batters and runners must wear protective helmets at all times while in play.
- 7.3. Catchers must be in full catcher's gear (including a protective cup) and be positioned in a "catcher's crouch" within 5 feet of home plate on all pitches.
- 7.4. USA and wood bats only.

# SENIORS DIVISION

## 1. Official Rules

1.1. Official NFHS High School rules apply except where modified below.

## 2. Time Limit

2.1. All games will be 7 innings.

2.2. There will be a time limit of 2 hours and 30 minutes including delayed starts.

2.3. There will be a 15 minute grace period. Example: A game scheduled to start at 6:00PM, does not start until 6:10PM. The official start time is still 6:00PM and the time limit expires at 8:30PM.

2.4. There will be no time limit on playoff games.

## 3. Mercy Rule

3.1. There will be a 10 run mercy rule after the losing team bats in the 5th inning.

## 4. Forfeit

4.1. A team may play with a minimum of 8 players to avoid a forfeit. No penalty.

## 5. Rosters

5.1. No roster additions after the 2nd week of the start of the season without committee approval.

5.2. No player may occupy a roster spot on 2 teams in the same division

5.3. All players must be properly registered and insured through their house league.

## 6. Batting

- 6.1. Teams **MUST** bat the bench. Failure to bat the bench will result in a forfeit.
  - 6.1.1. If a player is ejected, an automatic out will be counted at their spot in the batting order.
  - 6.1.2. If a player leaves the game for injury, illness, etc. no out is counted and the spot is skipped.

## 7. Substitutions

- 7.1. Unlimited substitutions
- 7.2. No player may sit the bench in 2 consecutive inning AND no player may sit every other inning.
- 7.3. Players **MUST** have participated in  $\frac{2}{3}$  of their team's scheduled season games to be eligible to participate in playoff games.
- 7.4. No player may be added to the playbook after three innings of play have been completed unless the opposing coach has been notified prior to the first pitch of the game.

## 8. Pitching Restrictions

- 8.1. A pitcher in 13-15 division can pitch a **MAXIMUM** of 12 consecutive outs or 80 pitches per game, whichever happens first. A pitcher that has reached 80 pitches may finish pitching to the current batter but must be replaced before a new batter enters the batter's box.
- 8.2. A pitcher that has been replaced on the mound for any reason, **MAY NOT** return to the mound for the remainder of the game.
- 8.3. In the 13-15 division, innings pitched in rainout games, suspended games, or games under protest count towards the 9 consecutive outs for the completion of that game. The same holds true for pitch count.
- 8.4. The pitch count consists of all pitches thrown that are ruled on by the umpire. Warm-up pitches and pick off attempts are not part of the pitch count.

- 8.5. Any team that violates these pitching restrictions will forfeit all games in which a pitcher was illegally used during the game.

## 9. Ties

- 9.1. If play ends due to the time limit, the official score at the end of the COMPLETED inning will be used unless the home team is ahead. If the game was tied, it will be recorded as a tie. Four innings must be completed to constitute a complete game.
- 9.2. *No stalling rule:* Excessive pitching changes, position changes, multiple timeouts or other actions that are intended for the purpose of stalling the game to take advantage of the time limit rule will not be tolerated. If the umpire believes a team is purposely stalling, he/she will give a warning to the team manager. If, in the umpire's judgment, this unsportsmanlike strategy continues, he/she will eject the offending team's manager and report the incident to officers of each of the leagues. Those officers will determine if further disciplinary action is required.

## 10. No Collision - No Fake Tag - No Hidden Ball Trick - No Blocking Rules

- 10.1. A runner **MAY NOT** contact a defensive player with the intent to injure. A defensive player who does not have the ball may not obstruct a runner's path to a base.
- 10.2. When there may be a play at home plate, a catcher who is in position to receive a throw, but does not have possession of the ball must leave enough room for a runner to have access to the plate. A catcher who is in possession of and in control of the ball may block access to the plate by positioning himself directly in front of the plate with the ball and glove in position to make a tag.

## 11. Cleats

- 11.1. Metal cleats are permitted.

## 12. Dropped Third Strike

- 12.1. The dropped third strike rule is in effect. A batter who does not realize his situation on a dropped third strike and who is not in the process of running the first base, will not be declared out until one of the following conditions are met:

- 12.1.1. The batter is legally put out by tag or by force.
- 12.1.2. The batter has **COMPLETELY** left the dirt circle surrounding home plate and has reached the surrounding grass.
- 12.1.3. The batter has removed his helmet.
- 12.1.4. The batter, in the opinion of the umpire, has given himself up.

### **13. Farm Club Players**

- 13.1. Farm club players may play any positions except for pitcher or catcher.
- 13.2. All farm club players must be identified to the opposing team.
- 13.3. Farm club players must bat last in the batting order.
- 13.4. Any rostered player cannot sit out more defensive innings than a farm club player.
- 13.5. All farm club players must be currently registered for their respective league house program.

### **14. Umpires**

- 14.1. Home team is responsible to supply umpire(s) (at least 1 per game - behind the mound).
- 14.2. Home team is responsible for paying the umpire before the start of the game.
- 14.3. Playoff games will have two umpires, each team is responsible for paying one.

### **15. Equipment**

- 15.1. All players must wear a protective cup.
- 15.2. All bats must be BBCOR certified and labeled as such.
- 15.3. Bats may not exceed 2  $\frac{5}{8}$ " barrel diameter.

15.4. Traditional wood bats are permitted.

## **16. Protests**

16.1. There will be no protests. The umpire's decision is final.

## **17. Catcher Speed Up Rule**

17.1. A catcher on base with two outs is encouraged to be replaced by the last batted out player. This is to assist in speeding up the game.

## **18. Suspensions**

18.1. Any player, coach or spectator ejected from a game will receive a minimum one game suspension to be served on the next scheduled & attended game. A second suspension may, upon review by the officers of the league, result in expulsion from the league. A suspended player will be required to serve the one game suspension by reporting to the game in uniform and sitting on the bench with his/her team without participating in the game.

18.2. In addition to these consequences, a suspended player, coach or spectator may also be subject to their hosting organizations Code of Conduct. Additional suspensions, probation, and/or expulsion may be implemented if deemed warranted by the offender's hosting organization.

## **19. Jewelry / Compression Sleeves**

19.1. No jewelry is allowed except for Medical Identification bracelets.

19.2. Compression sleeves are not permitted to be worn on the pitching arm.

## **20. Playoffs**

20.1. Seeding for playoffs will be decided by win percentage, head-to-head, run differential, lowest runs allowed, highest runs scored, or coin toss.



- 20.2. All teams will make the playoffs.
- 20.3. Playoffs will use single elimination tournament style bracket.

## **BIG LEAGUE DIVISION**

- 1. Rules are determined by the league that we play in.**