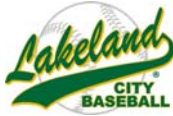




Local Rules

Spring / Fall 2012

Revised December 2011



To the LCB parents, managers, coaches and umpires:

We welcome you to LCB's 2012 Spring and Fall baseball seasons.

As Lakeland City Baseball moves to a new era as an independent recreational baseball league, we continue to follow the same rules and regulations governing the game as we have in the past, and as before, this Local Rules handbook supplements those rules.

Please take the time to read through these rules and understand them.

On the next page is a summary of the many changes to the Local Rules for 2012, including the addition of statements of Lakeland City Baseball's policies regarding conduct, non-discrimination, sexual harassment and child sexual abuse.

Should you have any questions about these or any other rules pertaining to play at LCB, please contact your league vice president or myself. You can also contact us through the league's website at **www.lakelandcitybaseball.com**.

On the league website you will find a .pdf version of these rules for viewing or printing by clicking on the Rules link.

Thanks, and have a great season!

Terry Rubenstein
Rules Committee Chair
trubenstein@tampabay.rr.com

Rule Change Highlights for 2012

Below are some of the significant updates to LCB's Local Rules for Spring and Fall 2012. Please note that not every change is listed here, so please take time to review the entire rule book and familiarize yourself with it. Remember, these rules are a complement to the "green book", so please carry both with you at LCB baseball events.

- **Added LCB policies**
- **Clarification of where persons ejected from the parks must go.**
- **Emphasis on spit tobacco being banned from use during league activities.**
- **Courtesy runner for catcher is permitted with conditions (Training League and up).**
- **Coaches are allowed to warm up pitchers.**
- **One manager or coach may be outside dugout during defensive half-inning with conditions (Minor League and up).**
- **Clarification on pitching method in Coach Pitch.**
- **Clarification on 'fake' bunting rules (Training League and up).**
- **On-deck batters now permitted in Major League.**
- **New section on bat rules (including BBCOR) and penalties for illegal bat use.**
- **Full tournament rules.**

PLEASE read the green book also to thoroughly familiarize yourself with all the rules and regulations with emphasis on the pitching rules.

POLICIES

Conduct and Behavior Policy

All participants in Lakeland City Baseball have a responsibility for proper conduct and behavior. This applies to adults and players alike. More importantly, adults must understand their actions directly influence the children participating in our league, therefore they are held to a high standard the league strives to enforce. LCB's rules of conduct and behavior are listed in the appropriate sections of the rule book and for parents, on the electronic and paper player registration forms under the title, "Youth Sports Parent Code of Conduct". These must be agreed to when registering players prior to each season.

Non-Discrimination Policy

Lakeland City Baseball Leagues, Inc. does not discriminate on the basis of race, gender, national or ethnic origin in its admission policies or the administration of its programs.

Sexual Harassment Policy

It is the policy of Lakeland City Baseball Leagues, Inc. that all parties involved in the operation of the league will provide an environment free from all forms of discrimination including sexual harassment. No person shall be subjected to verbal or physical sexual behavior. Sexual harassment will be treated as misconduct and may result in appropriate corrective action up to and including dismissal from participation in all league activities.

Definition – Sexual harassment is defined as unwelcome, unsolicited behavior of a sexual nature which creates a hostile environment and/or interferes with an individual's ability to perform their duties. Examples can include, but are not limited to:

- Unwelcome behavior.
- Repeatedly asking a person for a date.
- Making suggestive or provocative comments of a sexual nature and/or displaying visual sexual references.
- Suggestive looks or leering.
- Creating an intimidating, hostile or offensive operating environment.
- Making an individual's participation in the league conditional on accepting or rejecting a sexual advance.

Reporting – Any person who believes they have been sexually harassed shall contact their immediate superior who shall contact the league president. If the allegation of sexual harassment is made against the person’s immediate superior, the allegation shall be brought directly to the league president. If the allegation is presented in an informal manner, i.e. verbally or second-hand, the superior will document the actions and present it to the league president for investigation and, if necessary, appropriate corrective action.

Monitoring and Privacy – The board of directors, and particularly the league president, shall monitor the operational environment of the league to ensure it is free of sexual harassment. If for any reason the league president is unable to fulfill this obligation or must recuse themselves from the investigating of an incident, the board of directors will appoint a committee in their stead. It is the policy of the league that incidents of sexual harassment are investigated and processed in accordance with this directive. Further, it is league policy to take immediate action to guard against any adverse impact or reprisals against any person who uses this reporting procedure. All reports of sexual harassment will be maintained in strictest confidence.

Child Sexual Abuse Policy

Abusive sexual behavior is not limited to those actions between adults. As a recreational youth sports organization we take most seriously potential abusive sexual behavior directed at children, both those who participate in our activities and those who don’t. Child sexual abuse is defined as “the exploitation of a child by an older child, teen or adult for the personal gratification of the abusive individual.” This form of abuse could involve a range of sexual activities, from touching to non-touching offenses, and may also include acts considered non-sexual, but are done for the gratification of the abuser. This might include talking to a child in a sexually explicit way, voyeurism, or exposure of genitalia to a victim and/or victim’s exposure of his or her genitalia.

Stopping child abuse before it happens involves knowing who might be a child abuser and where child abuse may happen. Myths and stereotypes are abundant:

- *“Sex abusers are dirty old men.”* Not true. The average age of a sex offender is 32.
- *“Strangers are responsible for most of the sexual abuse.”* Not true again. Statistics indicate 90 percent or more of all sexual abuse cases in this country are committed by an individual familiar to the victim. 10 percent or less of all abusers are strangers.
- *“Sex abusers suffer from some form of mental illness.”* Not true. Only about 10 percent of sex abusers have serious mental illness or psychosis, the same amount found in the general population of the U.S.
- *“Most sex abusers are homosexual.”* False. Most are heterosexual.

- *“Children usually lie about sexual abuse, anyway.”* Definitely not true. In fact they rarely lie about being sexually abused, so if they say it, don't ignore it.
- *“It only happens to girls.”* While females comprise the largest number of sexual abuse victims, it is now believed that the number for male victims is much higher than reported.

One of the greatest obstacles in identifying sexual abuse cases is that it is shrouded in secrecy. This is because often abusers scare young children into silence by saying things like, “This must be our secret. If you tell, something bad will happen to you.” Child victims are made to feel as though they've brought the abuse on themselves and therefore made to feel guilty. For these reasons, victims of sexual abuse rarely disclose the victimization. Some estimate that for every abuse case reported, ten more go unreported.

It is clear that we all must be vigilant for cases of child sexual abuse. Children need to understand that it's never their fault, and both children and adults need to know what they can do to keep it from happening.

To further decrease the possibilities of any form of child abuse occurring during league activities, Lakeland City Baseball Leagues, Inc. has the following general guidelines in place:

- Dropping off players for games or practices. We discourage parents from this practice, which could potentially leave a child unattended. We recognize there are special circumstances that could require the parent to be away from the game or practice, and strongly advise parents that when this is the case, to inform the team manager and/or Team Mom of the need to do so.
- Access – Playing and practicing as we do in large, open, outdoor public facilities, it is not easy to control access to our players. LCB's policy is for all our approved volunteers, including board members on duty during games, to be vigilant for unknown individuals wandering through or loitering in the area, and to report any suspicious behavior to the board member on duty or local authorities.
- Use of toilet facilities – Most of our players are capable of using the restroom facilities on their own. For younger players, such as those in Tee Ball or Coach Pitch, or those requiring special assistance, such as LCB Buddy Ball League players, our aim is to ensure adequate privacy for that child when using the City of Lakeland facilities and/or the handicap-accessible portable toilet. We strongly recommend an adult or older sibling or friend accompany these younger and/or special needs children to the restroom facilities.
- Screening of Adult Volunteers – It is the policy of Lakeland City Baseball Leagues, Inc. to screen all persons wishing to act as volunteers in our

league. The policy requires any adult person who will have more than incidental contact with players to apply to volunteer, acknowledge the policies and procedures concerning volunteering with LCB, give personal information and references, consent to background check(s) and provide the league a copy of a government-issued picture identification. Approved volunteers will be issued badges on an annual basis and must display their current badge when on the field of play. Any person who is a known sex-offender or with a record of arrests, guilty pleas and/or convictions for any crime(s) against a minor will be denied participation in the league. Lakeland City Baseball Leagues, Inc. reserves the right to prohibit any individual from participating as a volunteer for any reason regardless of previous appointments. Any approved volunteer's status may be revoked at any time and his/her badge must be surrendered upon demand.

Enforcement and reporting of child abuse

Despite our best efforts to prevent child abuse it can still happen. In the unfortunate instance of a case where child abuse, or sexual abuse, is suspected and/or reported, LCB has specific steps in place that should be followed:

Reporting – Any individual suspecting a case of abuse of any sort within the league should report it immediately to law enforcement, then to any member of the board of directors or league president as quickly as possible.

Investigating – The league president will appoint an individual or individuals with appropriate and significant professional background(s) to work in conjunction with a member or members of the board of directors to receive, investigate and act on abuse allegations. These individuals will act in a confidential manner and serve as the league's liaison with law enforcement. League volunteers should not attempt to investigate suspected abuse on their own.

Suspending/Terminating – When an allegation of abuse is made against an approved LCB volunteer, it is the duty of the organization to protect the children from any possible further abuse by keeping the alleged abuser away from the children in the program. If the allegation is substantiated the league will ensure the individual will not have any further contact with the children in the program.

Immunity from liability – It is often the case that concern for potential criminal or civil liability, should a report of abuse subsequently be found to be unsubstantiated, is a deterrent to or reason for not reporting potential abuse. Adults and children alike should not be afraid to come forward in these cases, even if they didn't have to and even if there is the possibility of being wrong. The state of Florida provides immunity from liability to those who report suspected child abuse in "good faith." At the same time, there are also rules in place to protect adults who prove to have been improperly accused.

To recap the league policy on reported, or even potential, child abuse:

1. *Know what it is and know where to look.* This helps spot dangerous situations.
2. *Educate parents, players and volunteers to what it is.* The children need to know it's not their fault.
3. *Follow safety procedures.* Stay in lighted areas; don't leave children alone; use the 'buddy system'. These can keep abuse from happening in the first place.
4. *Effective volunteer screening.* We'll do our best to keep abusers out of our system.
5. *Don't be afraid to speak out.* If someone honestly feels something is wrong, laws are in place to protect them.

LAKELAND CITY BASEBALL

LOCAL RULES

A Supplement to the Official Regulations and Playing Rules

I. Registration and Try-Outs

- A. League-age four (4), five (5) year olds will be drafted in the Tee Ball League.
- B. League-age (6) year olds will be drafted in the Coach Pitch League.
- C. League-age seven (7) and eight (8) year olds will be drafted in the Training (machine-pitch) League.
- D. League-age nine (9) and ten (10) year olds will be drafted in the Minor League.
- E. League-age eleven (11) and twelve (12) year olds will be drafted in the Major League.
- F. League-age thirteen (13), fourteen (14) and fifteen (15) year olds will be drafted in the Junior League.
- G. League-age fifteen (15) can be, and sixteen (16) year olds will be drafted in the Senior League.
- H. LCB Buddy Ball will be comprised of players with disabilities from league-age five (5) and older.
- I. All exceptions to league age assignments must be approved by the Player Agent.
- J. The Player Agent shall have the right to remove a child from a team if it is deemed unsafe for that child to participate.

II. Conduct

- A. Managers, coaches, assistant coaches, umpires, players, parents, spectators and fans should be examples of **good conduct, integrity and sportsmanship at all times**. They shall not use inappropriate language or gestures, and must project a positive and professional image at all times. Any manager, coach, assistant coach, or team helper who engages in verbal abuse of his players, opposing team members, spectators or officials shall be subject to

disciplinary action and risks his or her ability to participate in the program.

- B. Members of one team shall not call by name, "ride", kid, heckle, poke fun at or act in any manner that in judgment of the umpire distracts the opposing team members.
- C. The partaking of alcohol or illegal drugs by managers, coaches, assistant coaches, umpires or any person directly associated with the League while in the influence of the youth involved in the league is prohibited and is grounds for dismissal by the board of directors.
- D. The use of tobacco products (**including spit tobacco**) by managers, coaches, assistant coaches, umpires or any person directly associated with the league during league activities is prohibited.
- E. Any manager, coach, assistant coach, player or spectator who engages in any activity which, in the judgment of the umpire, constitutes unsportsmanlike conduct, may be **EJECTED** from the game.
 - 1. Any individual so ejected must proceed to the parking areas, remain there until the conclusion of the game and have no communications whatsoever with any persons at the game site.
 - 2. An individual who continues to act in an unsportsmanlike manner after being ejected from the game, or any spectator who acts in a similar way may be directed to leave the park complex either by the umpire, league officials or the appropriate civil authorities.
 - 3. Any manager or coach ejected from a game is suspended for his or her team's next physically played game and may not be in attendance at the game site from which they were suspended.
 - 4. The president and the board of directors reserve the right to bring disciplinary action on a manager or coach for failure to follow the Official Regulations and Playing Rules and/or Lakeland City Baseball Local Rules of conduct and duties.
- F. Unsportsmanlike conduct shall include, but is not limited to the following:

1. Verbal abuse or harassment of any opposing manager, coach, assistant coach, umpire or player.
 2. Use of alcohol or illegal drugs during any game.
 3. Use of any tobacco product (**including spit tobacco**) by the manager or coaches during any game.
 4. The throwing of bats, helmets or any other equipment.
 5. More than one team representative on the playing field during any discussion with the umpire.
- G. The following rules of conduct shall be observed:
1. Standing on dugout benches or sitting on the bench backrests by players shall not be allowed.
 2. Harassing or distracting opposing team during games is not allowed.
 3. Food shall not be taken into the dug-outs during games.
 4. All equipment shall be kept inside the dug-outs at all times during the game. Gloves, helmets, caps, jackets and other equipment shall not be hung on the playing side of the dug-out fence. Such articles may be hung on the backside of the dug-out fence. Bats should be placed wherever the bat racks are located.
 5. Talking to spectators outside the field by umpires, managers, coaches or players during the game should be discouraged at all times.
 6. Uniforms are to be kept clean. No cutting or alterations are permitted. All caps must be the same. Players' names may not be applied to jerseys.

III. Managers and Coaches

- A. The individuals responsible for the direction and guidance of a specific team shall be the manager and coaches.
- B. In order to be considered for any manager or coach position, an individual must submit a completed volunteer application.
- C. Prior to the start of each season the vice presidents of each age-level league shall submit to the

president a list of manager candidates. The president will then present his list of manager candidates to the board of directors for approval. An individual's name may be submitted by any member of the board of directors for consideration as manager. The president shall then appoint all managers and coaches.

- D. To be considered for a position as manager in the Major, Junior or Senior Leagues, an individual must have at least one (1) year experience as a manager, coach or assistant coach on a league team. However, this requirement may be waived by the board of directors in the event an insufficient number of applicants are available.
 - 1. Teams in need of managers shall have them assigned by the president with the approval of the board of directors.

E. Manager and coach responsibilities:

- 1. To progressively develop ALL team players in the sport of baseball emphasizing sportsmanship, team spirit and the gratification gained by doing your best. Managers shall not engage in the practice of singling out any players as “not so good” and not give them the opportunity to learn and participate during practices or games.
- 2. Ensuring the health and safety of every child takes priority. Managers and coaches should use their best judgment when considering giving rides to and from the fields to players who are not their own children. In the event of an accident or other unfortunate circumstance the league insurance will not provide coverage. Players should not be transported in the back of a pickup truck under any circumstances.
- 3. To direct and control all team members, including coaches, assistants and team supporters in the stands during games and in all areas pertinent to play. This will include compliance in rules, regulations and ethics of sportsmanship.
- 4. Every manager and coach shall read and become familiar with the Official Regulations and Playing

Rules and Local Rules of Lakeland City Baseball pertinent to their team's league play.

5. To ensure the proper use, upkeep, and return of league-issued equipment.
6. To provide assistance in obtaining sponsors, materials, and volunteers for the program.
7. To recruit a Team Mom/Dad.
8. Managers are to report and be responsible to their league vice president.
9. All injuries shall be reported by the manager to the Safety Officer within twenty-four (24) hours of the injury. An injury report should be filled out and retained by the Safety Officer.
10. To abide by the Official Regulations and Playing Rules, as well as the Local Rules of Lakeland City Baseball.

IV. Games

A. Game length:

1. Tee Ball - In Spring and Fall, games are six innings or 75 minutes in length, whichever occurs first.
2. Coach Pitch and Training League – In Spring, games are six innings or 90 minutes in length, whichever occurs first. In Fall games are 90 minutes in length. Once 90 minutes have passed the umpire will declare “last batter” and the game will end after that player’s at-bat.
3. Minor and Major League – In Spring, games shall have no new inning start after 90 minutes of play. If the 4th inning has not started before the 90 minutes have lapsed, the current inning shall be completed and the game stopped. In Fall, games are 90 minutes in length. Once 90 minutes have passed the umpire will declare “last batter” and the game will end after that player’s at-bat.
4. Junior League – In Spring, games shall have no new inning start after 120 minutes of play. If the 5th inning has not started before the 120 minutes have lapsed, the current inning shall be completed and the game stopped. In Fall, games are 120 minutes in length. Once 120 minutes have passed the

umpire will declare “last batter” and the game will end after that player’s at-bat.

5. The “ten-run rule” will only be used in the Minor, Major and Junior Leagues.
- B. Every attempt will be made (schedule permitting) to play out all non-regulation and tie games that would affect 1st place in the final regular season standings. The league will establish a regularly scheduled time and place for these games to be played (applies to Spring season only).

V. **Practice**

- A. On game nights, no practice, whether batting or fielding, will be permitted on fields that have been chalked for a scheduled game. No pitching from the mound will be allowed prior to game time.
- B. Batting balls against the fences for practice will not be allowed.
- C. Team practices are only allowed on LCB approved fields.

VI. **Fields & Equipment**

- A. Each team shall occupy their respective home or visitor dugout as displayed on the scoreboard. Each team shall be responsible for their own equipment and cleaning the dugout area after each game.
- B. In Training League the manager/coach for the home team is responsible for setting up the pitching machine and returning it to the equipment room at the conclusion of the game. The home team is also responsible for supplying a suitable 75 or 100 ft. electric extension cord for the machine. The cord must be a 12 gauge, 2-wire (“12/2”) or better. Anything less will cause undue strain on the electric motor. A 3-prong plug is required.
- C. The scorekeeper must keep the official scorebook upstairs in the designated area. No game will begin until scorekeepers and scoreboard operators are in place.

VII. **Bats**

- A. All bats must conform to LCB standards and can be made of wood, metal (including alloys) and composite materials.
 - 1. For Major League and below the bat shall not exceed 33 inches in length nor 2-1/4" in diameter. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.15 or less. Bats with composite barrels are acceptable for use only if they are on the approved list.
 - 2. For Junior League the bat shall not exceed 34" in length nor 2-5/8" in diameter. Bats with composite barrels are approved for use only if they are permanently labeled with the "BBCOR .50" certification mark.
- B. Penalties for use of illegal bats:
 - 1. The batter is out for illegal action when he/she enters the batter's box with an illegal bat or is discovered having used an illegal bat. **Note** – if the infraction is discovered before the next pitch following the turn at bat of the player who used an illegal bat –
 - a. The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.
 - b. For the first violation, the offensive team will lose one eligible adult base coach for the duration of the game.
 - c. For the second violation, the manager of the team will be ejected from the game. Any subsequent violation will result in the newly designated manager being ejected.

VIII. Player Drafts

- A. The player drafts will be organized and run by the Player Agent with assistance from the vice president of each age-level league.

- B. All teams will be dissolved at the end of the current season and all players returned to the common draft player pool.

IX. LCB Tournament

- A. The seeding for the LCB Tournament will be based on regular season team records. In the event of a tie the following method will be used to break the tie:
 1. Head-to-head competition.
 2. Total runs scored in head-to-head competition.
 3. Team-to-team record.
- B. The LCB Tournament Rules can be found at the end of this book.

X. Playing Rules

- A. All games shall be governed by the Official Regulations and Playing Rules except where special rules have been noted herein.

XI. Local Rules Review

Prior to each Spring season the Rules committee shall conduct a review of these Local Rules for the purpose of amending or updating the same. Any person wishing to submit a proposal for changes to the local rules may do so in writing by November 1 of each year. Proposed changes to the local rules will be submitted to the board of directors by the Rules committee chairperson for approval.

LAKELAND CITY BASEBALL

Tee Ball League Local Rules (4 & 5-year olds)

Objective

The objective in Tee Ball League is to ensure that every player has a safe and enjoyable playing experience with emphasis placed on developing a basic understanding of the game. Tee Ball is a non-competitive program; winning is absolutely the least important item. Each player should be evaluated on his or her own effort and attitude. Positive reinforcement is key at this level and no player can be a failure.

Managers and coaches from both teams are required to work together during games, with the goal of providing an enjoyable and the best learning environment possible.

The ball used at this level is a "RIF", or Reduced Injury Factor ball, a "softer" version of a regulation baseball which greatly reduces the potential for serious injury.

Game score is not kept in Tee Ball and keeping scorebooks is discouraged.

Game length:

1. Game length will be 6 innings and, in the Spring season, no new inning will begin after 90 minutes of play (see Section IV in this rule book).

Batter / runners:

1. All players will bat in a continuous batting order.
2. After the start of the game, should a player be removed from a game for any reason (injury, illness, etc.) the team will skip over him/her when his/her time at bat comes up without penalty. If the absent player returns during the game, he/she is merely inserted into their original spot in the lineup and the game continues.

3. If a player arrives late to the game site he/she will be added to the end of the current lineup.
4. A maximum of 5 runs per team's half-inning will be allowed, then teams switch sides.
5. The coach may adjust the height of the batter's tee for each batter prior to placing the ball on the tee. The tee must be placed directly on the plate.
6. Once the ball is placed on the tee, no practice swings or winding up will be allowed.
7. Strikes are not counted in Tee Ball. All batters are permitted to swing until the ball is put into play.
8. All balls hit past the 15-foot chalk line in fair territory will count as in-play.
9. A runner must be more than halfway to the next base with the ball in the control of an infielder in fair territory to be allowed the next base. Being halfway or less requires the player to return to the prior base. (See also "Overthrows", no. 2)

Overthrows:

There is no advance on an overthrow in Tee Ball.

1. When a batted ball goes beyond the 15-foot chalk line, but not beyond the outfield chalk line (or grass line on the larger fields), the batter and all runners are entitled to only one base beyond the base occupied when the ball was hit. However, they are at risk of being put-out until they reach that base safely.
2. On hits to the outfield the runners may advance until the ball has been returned to the infield area and is in the control of an infielder in fair territory. If a base runner is less than halfway to the next base when the ball comes into the control of an infielder then he/she must return to the last base legally occupied. If more than halfway to the next base at the time the ball comes into the control of an infielder, the runner may attempt to reach that base, however he/she is at risk of being put-out until that base is reached safely.

3. The determination of when the ball is dead and/or whether a runner is halfway to the next base is at the discretion of the coaches.

Pitchers and Catchers:

1. There will be no pitching in Tee Ball.
2. The pitcher shall be positioned on the pitching mound with both feet even with or behind the pitcher's plate.
3. The catcher will be equipped with full gear. He/she may use their own glove.
4. The catcher must stand in designated area until the ball is put into play so that a potentially thrown bat poses no danger. For example, in the case of a right-handed batter the catcher should stand a few feet behind and to the right of home plate. The reverse would be true for a left-handed batter.

Field Presence:

1. 10 defensive players will be allowed on the field.
2. All players must sit out one inning before any player can sit out a second time.
3. A player may not play any position more than 2 innings per game.
4. The defensive team will have 5 infielders plus a catcher. Infielders should play their respective positions. The remaining players will play outfield positions.
5. Both infielders and outfielders are encouraged to make proper defensive plays. For example, outfielders should throw to the appropriate infielder and are discouraged from attempting infield outs on their own. Likewise, infielders should throw the ball to the appropriate base on an infield play and not attempt to run with the ball to a position that's not their own to attempt a put-out unless it's considered appropriate to do so.
6. When the pitching manager/coach signals the ball is about to be placed on the tee:
 - A. Infielders must be on the dirt portion of the infield or, in the case of an all-grass infield, behind the infield chalk line.

- B. Outfielders must be on the grass portion of the outfield or behind the outfield chalk line.
- C. The ball is considered “in play” as soon as the manager/coach holds it up and presents it to the batter prior to placing it on the tee.

Manager/Coach Positioning:

1. The pitching manager/coach will assist in adjusting the batting tee prior to each player's turn at bat and will be responsible for removing the tee after the ball has been hit.
2. On defense, two (2) coaches are allowed in the outfield behind the outfielders and may coach the players during live play.

LAKELAND CITY BASEBALL

Coach Pitch League Local Rules

(6-yr olds)

Objective:

The Coach Pitch league has been developed as an intermediate step between Tee Ball and Training League (machine pitch). It is intended to instruct players to hit a pitched ball and to prepare them for the faster and closer-to-“real” baseball game they’ll encounter in Training League. Coach Pitch is a time for significant input and instruction by the manager and coaches, where players will be given a greater insight on the specific rules and skills of the game.

Game length:

Game length will be 6 innings and, in the Spring season, no new inning will begin after 90 minutes of play (see Section IV in this rule book).

Batter / runners:

1. All players will bat in a continuous batting order.
2. After the start of the game, should a player be removed from a game for any reason (injury, illness, etc.) the team will skip over him/her when his/her time at bat comes up without penalty. If the absent player returns during the game, he/she is merely inserted into their original spot in the lineup and the game continues.
3. If a player arrives late to the game site he/she will be added to the end of the current lineup.
4. A maximum of 5 runs per team’s half-inning will be allowed, then teams switch sides.
5. The coach will pitch 3 balls to the batter. If the batter does not put the ball into play after 3 pitches the coach will place the ball on a tee for the batter to swing at until the ball is hit into fair territory.
6. A “no-pitch” is called at the discretion of the umpire. A no-pitch will only be called if the umpire feels that a ball is a pitch deemed unreasonable to be hit around the defined strike zone

whether or not the batter swings. A no-pitch throw will not count toward the batter's three "good" pitches.

7. When using a tee, the coach may adjust the height of the batter's tee for each batter prior to placing the ball on the tee. The tee must be placed directly on the plate.
8. Once the ball is placed on the tee, no practice swings or winding up will be allowed.
9. There are no strikeouts in Coach Pitch. All batters are permitted to swing until the ball is put into play.
10. A runner must be more than halfway to the next base with the ball in the control of an infielder in fair territory to be allowed the next base. Being halfway or less requires the player to return to the prior base.
11. There is no bunting allowed in Coach Pitch; the batter must take a full swing in an attempt to hit the ball.

Overthrows:

1. The runner advancing to a base can advance one base on an overthrow.
2. The runner cannot advance an additional base on another overthrow on the same play. After the first overthrow, the ball is dead. **Remember, one base only on an overthrow.**
3. The runner may advance another base when the next batter puts the ball in play and an overthrow occurs.
4. The determination of when the ball is dead and/or whether a runner is halfway to the next base is at the discretion of the umpire.

Pitchers and Catchers:

1. Remember: there are no strikeouts and no walks in Coach Pitch.
2. All pitches should be thrown from a designated spot in front of the pitcher mound and thrown in the same manner to each player, which is, from one knee, overhand, with the ball thrown like a dart and not a lobbed throw.
3. Each team should identify a coach (or coaches) who can throw consistent strikes.
4. The catcher will be equipped with full gear. He/she may use their own glove to catch with.

5. Catchers will squat in the catcher's box behind home plate an attempt to catch pitched balls. When ball is placed on a tee the catcher should stand and back up for safety.
6. Catchers must wear a protective cup.

Field Presence:

1. 10 defensive players will be allowed on the field.
2. All players in the game must sit out one inning before any player can sit out a second time.
3. A player may not play any position more than 2 innings per game.
4. The defensive team will have 5 infielders plus a catcher and 4 outfielders. All players will play their respective positions.
5. Both infielders and outfielders are encouraged to make proper defensive plays. For example, outfielders should throw to the appropriate infielder and are discouraged from attempting infield outs on their own. Likewise, infielders should throw the ball to the appropriate base on an infield play and not attempt to run with the ball to a position that's not their own to attempt a put-out unless it's considered appropriate to do so.
6. When the coach pitches the ball or it is about to be placed on the tee:
 - A. Infielders must be on the dirt portion of the infield or, in the case of an all-grass infield, behind the infield chalk line.
 - B. Outfielders must be on the grass portion of the outfield or behind the outfield chalk line.
 - C. The ball is considered "in play" as soon as the coach pitches the ball or, if a tee is being used, when it is held up and presented to the batter.

Manager/Coach Positioning:

1. The pitching coach will switch from live throw to tee after 3 unsuccessful swings at "good" pitches. The coach can adjust tee prior to each player's turn at bat when needed and will be responsible for removing the tee after the ball has been put into play.

LAKELAND CITY BASEBALL

Training League Local Rules

(7 & 8 yr-olds)

Game length:

Game length will be 6 innings or 90 minutes, whichever occurs first. (See Section IV in this rule book). Training League games will be played to their full inning or game length allotment and will not end early. The 10-run mercy rule does not apply during regular season.

Batter / Runners:

1. All players will bat in a continuous batting order.
2. After the start of the game, should a player be removed from a game for any reason (injury, illness, etc.) the team will skip over him/her when his/her time at bat comes up without penalty. If the absent player returns during the game, he/she is merely inserted into their original spot in the lineup and the game continues.
3. If a player arrives late to the game site he/she will be added to the end of the current lineup
4. A maximum of 5 runs per inning will be allowed.
5. A batter will be allowed 4 total pitches but will not be called out if the final full-swing pitch is hit foul. (*Exception:* On a bunt attempt on the last pitch that is bunted foul the batter will be called out.)
6. The umpire will feed the pitching machine and at his/her discretion may call a “no pitch” in the case of a wildly pitched ball.
7. A no-pitch will only be called if the umpire feels that a ball is a pitch deemed unreasonable to be hit around the defined strike zone. If the batter swings at the ball it will be called a strike regardless of the path of the ball. No-pitch is a tool to be used when we have a mechanical error and is not meant to excuse batters making bad swings.
8. On hits to the outfield the runner may advance until the ball has been returned to the infield area and is in the control of an infielder in fair territory. If a base runner is less than halfway to the next base when the ball comes into the control of an

infielder then he/she must return to the last base legally occupied. If more than halfway to the next base at the time the ball came into the control of an infielder, the runner may attempt to reach that base, however he/she is at risk of being put-out until that based is reached safely. It is the umpire's judgment that determines when the ball is in the control of an infielder and whether a runner is halfway to the next base or not.

9. A batted ball which hits the pitching machine shall be called "dead". The batter/runner will be given first base and runners will advance one base only if a force exists. If no force exists the play is dead and runners will remain at their previously attained base.
10. Bunting is permitted in Training League. Fake bunting is also allowed, however, once a batter fakes a bunt he/she may not return to the regular batting stance and attempt to hit the ball by swinging the bat. If the batter swings after attempting a fake bunt the ball is dead, the batter is out and any base runners will return to the bag they previously occupied.
11. Stealing is permitted in Training League. The following conditions apply:
 - A. A runner can steal when the ball is dropped/missed by the catcher, but only one base can be stolen per dropped/missed ball. Example: With a runner on first base the catcher drops the pitched ball. The runner can attempt to steal the next base but is in jeopardy to be put out. If the catcher throws to second base and overthrows the bag the runner cannot advance another base. Our desire is to encourage managers/coaches to have runners attempt steals on offense and try to catch the runner stealing on defense. This is valuable training for our younger players.
 - B. Runners can attempt to steal any base, including home.
12. The infield fly rule will not be used in Training League.
13. A courtesy runner for a catcher who gets on base is **permitted**. The following conditions apply:
 - A. Should the player currently in the game as catcher get on base as a result of his at-bat, a courtesy runner may come in to run for him. To be considered as a catcher, a player must have received at least one pitch in the catcher position in that game.

- B. The courtesy runner MUST be the player who made the out immediately prior to the catcher's at-bat. **Note:** If the catcher is the first batter in the inning, the courtesy runner will be the player who made the last out in the previous inning. If the catcher is the first batter in the lineup and gets on base as the first batter of the game, the last batter in the lineup shall be the courtesy runner.
- C. When the catcher comes up to bat, the courtesy runner should be on the bench with a helmet on, prepared to immediately substitute for the catcher should he get on base.
- D. A catcher who has been substituted with a courtesy runner shall return to the dugout and prepare to come out in full gear when his team takes the field.

Bats:

Refer to section VII of this rule book for information on which bats are approved for use and penalties for use of illegal bats.

Overthrows:

- 1. The runner advancing to a base can advance one base on an overthrow.
- 2. The runner cannot advance an additional base on another overthrow on the same play. After the first overthrow, the ball is dead. Remember, one base only on an overthrow.
- 3. The runner may advance another base when the next batter puts the ball in play and an overthrow occurs.
- 4. The determination of when the ball is dead and/or whether a runner is halfway to the next base is at the discretion of the umpire.

Pitchers and Catchers:

- 1. Pitching will be done each game by a pitching machine fed by the umpire.
- 2. The pitching machine will be set at a speed of 42 mph.
- 3. Adjustments can be made to the pitching machine at any time at the umpire's sole discretion in order to ensure proper pitches.

4. If a pitching machine is not available for use in a game, the offensive team's manager or coach will pitch. Each pitch must be pitched on as straight a line to the batter as possible. (NO lob pitches).
5. Under inclement weather conditions, the league vice president or board member on duty may rule it unsafe to use the pitching machine. In this case, rule 4 of this section will apply.
6. The catcher will be equipped with full gear, including cup. He/she may use their own glove. Managers are to have their catchers position themselves in the squat position in the catcher's box behind the batter in order to receive the pitched ball and return it to the pitcher after each pitch. Tossing it to the coach behind them is not appropriate.

Field Presence:

1. A team must have 9 players to begin a game; less than 9 is a forfeit. Play may continue, but as an unofficial game.
2. 10 defensive players will be allowed on the field.
3. All players in the game must sit out one inning before any player can sit out a second time.
4. A player may not play any position more than 2 innings per game. *Exception:* The catcher may play 3 innings.
5. The defensive team will have 5 infielders plus a catcher. The remaining players will play outfield positions.
6. When the umpire signals to play ball:
 - A. Infielders must be on the dirt portion of the infield or behind the infield chalk line.
 - B. Outfielders must be on the grass portion of the outfield or, in the case of an all-grass infield, behind the outfield chalk line.
 - C. The pitcher must have one foot in contact with the dirt portion of the mound and have both feet even with or behind the pitcher's plate until the ball leaves the pitching machine.
 - D. The ball is considered "in play" as soon as the umpire holds up the ball and presents it to the batter.

Coach Positioning

1. One infield (defensive) coach will be positioned behind the catcher as close to the backstop as possible and remain there while the ball is in play. He/she will not instruct or assist the players while the batter is in the batter's box and the ball is in play.
2. One outfield (defensive) coach will be positioned behind the outfielders at all times and may not instruct or assist the players while the batter is in the batter's box or the ball is in play.
3. One coach must remain in the dugout. No other adults or children are allowed on the field or in the dugout.

LAKELAND CITY BASEBALL

Minor League Local Rules (9 & 10 Year Olds)

Game length:

Game length will be 6 innings and, in the Spring season, no new inning will begin after 90 minutes of play (see Section IV in this rule book).

Batter / runners:

1. All players will bat in a continuous batting order.
2. After the start of the game, should a player be removed from a game for any reason (injury, illness, etc.) the team will skip over him/her when his/her time at bat comes up without penalty. If the absent player returns during the game, he/she is merely inserted into their original spot in the lineup and the game continues.
3. If a player arrives late to the game site he/she will be added to the end of the current lineup.
4. A maximum of five (5) runs per inning will be allowed.
5. Fake bunting is allowed, however, once a batter fakes a bunt he/she may not return to the regular batting stance and attempt to hit the ball by swinging the bat. If the batter swings after attempting a fake bunt the ball is dead, the batter is out and any base runners will return to the bag they previously occupied.
6. A courtesy runner for a catcher who gets on base is **permitted**. The following conditions apply:
 - A. Should the player currently in the game as catcher get on base as a result of his at-bat, a courtesy runner may come in to run for him. To be considered as a catcher, a player must have received at least one pitch in the catcher position in that game.
 - B. The courtesy runner **MUST** be the player who made the out immediately prior to the catcher's at-bat. **Note:** If the catcher is the first batter in the inning, the courtesy runner will be the player who made the last out in the

- previous inning. If the catcher is the first batter in the lineup and gets on base as the first batter of the game, the last batter in the lineup shall be the courtesy runner.
- C. When the catcher comes up to bat, the courtesy runner should be on the bench with a helmet on, prepared to immediately substitute for the catcher should he get on base.
 - D. A catcher who has been substituted with a courtesy runner shall return to the dugout and prepare to come out in full gear when his team takes the field.

Bats:

Refer to section VII of this rule book for information on which bats are approved for use and penalties for use of illegal bats.

Pitchers and Catchers:

- 1. LCB's pitcher rest and pitch count, and catcher inning count rules are in effect.
- 2. An 11 yr-old pitching in an LCB Minor League game is limited to a maximum of 75 pitches.
- 3. Coaches are allowed to warm up pitchers.

Field Presence:

- 1. A team must have 9 players to begin a game; less than 9 is a forfeit.
- 2. 10 defensive players will be allowed on the field.
- 3. All players in the game must sit out one inning before any player can sit out a second time.

Coach Positioning:

- 1. On defense, one manager/coach is allowed to be positioned outside, but must remain in close proximity to, the dugout. "Close proximity" is defined as standing, kneeling or sitting in, or just outside, the dugout opening or the dugout fence. At the umpire's discretion the manager/coach may be asked to return to the inside of the dugout.

LAKELAND CITY BASEBALL

Major League Local Rules (11 & 12 yr-olds)

Play will be on the “intermediate”-size diamond using a 50-foot distance from the mound to home plate and 70-foot basepaths, and will utilize the “outside” foul lines and foul poles.

Game length:

Game length will be 6 innings and, in the Spring season, no new inning will begin after 90 minutes of play (see Section IV in this rule book).

Batter / runners:

1. All players will bat in a continuous batting order.
2. After the start of the game, should a player be removed from a game for any reason (injury, illness, etc.) the team will skip over him/her when his/her time at bat comes up without penalty. If the absent player returns during the game, he/she is merely inserted into their original spot in the lineup and the game continues.
3. If a player arrives late to the game site he/she will be added to the end of the current lineup.
4. On-deck batters are permitted in the designated on-deck areas. Batting ‘donuts’ are permitted on the field and must remain in the on-deck areas.
5. Fake bunting is allowed, however, once a batter fakes a bunt he/she may not return to the regular batting stance and attempt to hit the ball by swinging the bat. If the batter swings after attempting a fake bunt the ball is dead, the batter is out and any base runners will return to the bag they previously occupied.
6. A courtesy runner for a catcher who gets on base is **permitted**. The following conditions apply:
7. Should the player currently in the game as catcher get on base as a result of his at-bat, a courtesy runner may come in to run for him. To be considered as a catcher, a player must have received at least one pitch in the catcher position in that game.

8. The courtesy runner MUST be the player who made the out immediately prior to the catcher's at-bat. **Note:** If the catcher is the first batter in the inning, the courtesy runner will be the player who made the last out in the previous inning. If the catcher is the first batter in the lineup and gets on base as the first batter of the game, the last batter in the lineup shall be the courtesy runner.
9. When the catcher comes up to bat, the courtesy runner should be on the bench with a helmet on, prepared to immediately substitute for the catcher should he get on base.
10. A catcher who has been substituted with a courtesy runner shall return to the dugout and prepare to come out in full gear when his team takes the field.

Bats:

Refer to section VII of this rule book for information on which bats are approved for use and penalties for use of illegal bats.

Pitchers and Catchers:

1. LCB's pitcher rest and pitch count, and catcher inning rules are in effect.
2. The balk rule is in effect.
3. Coaches are allowed to warm up pitchers.

Base Runners:

1. Runners may lead off and steal any base at their own risk.

Field Presence:

1. A team must have 9 players to begin a game; less than 9 is a forfeit.
2. No player shall sit out more than one (1) consecutive inning.

Coach Positioning:

1. On defense, one manager/coach is allowed to be positioned outside, but must remain in close proximity to, the dugout. “Close proximity” is defined as standing, kneeling or sitting in, or just outside, the dugout opening or the dugout fence. At the umpire’s discretion the manager/coach may be asked to return to the inside of the dugout.

LAKELAND CITY BASEBALL

Junior League Local Rules (13-15 Year Olds)

Game length:

Game length will be 7 innings and, in the Spring season, no new inning will begin after 120 minutes of play (see Section IV in this rule book).

Batter / Runners:

1. Fake bunting is allowed, however, once a batter fakes a bunt he/she may not return to the regular batting stance and attempt to hit the ball by swinging the bat. If the batter swings after attempting a fake bunt the ball is dead, the batter is out and any base runners will return to the bag they previously occupied.
2. A courtesy runner for a catcher who gets on base is **permitted**. The following conditions apply:
 - A. Should the player currently in the game as catcher get on base as a result of his at-bat, a courtesy runner may come in to run for him. To be considered as a catcher, a player must have received at least one pitch in the catcher position in that game.
 - B. The courtesy runner **MUST** be the player who made the out immediately prior to the catcher's at-bat. **Note:** If the catcher is the first batter in the inning, the courtesy runner will be the player who made the last out in the previous inning. If the catcher is the first batter in the lineup and gets on base as the first batter of the game, the last batter in the lineup shall be the courtesy runner.
 - C. When the catcher comes up to bat, the courtesy runner should be on the bench with a helmet on, prepared to immediately substitute for the catcher should he get on base.
 - D. A catcher who has been substituted with a courtesy runner shall return to the dugout and prepare to come out in full gear when his team takes the field.

Bats:

Refer to section VII of this rule book for information on which bats are approved for use and penalties for use of illegal bats.

Pitchers and Catchers:

1. LCB's pitcher rest and pitch count, and catcher inning rules are in effect.
2. 15 year-olds are permitted to pitch. No more than two innings per game may be pitched by 15 year-olds individually or combined. Maximum pitch and rest requirements are the same as for 13 and 14 year-olds.
3. Coaches are allowed to warm up pitchers.

Field Presence:

1. A team must have 9 players to begin a game; less than 9 is a forfeit.
2. Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. For the purposes of this rule, "six (6) defensive outs" is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies such position while six outs are made; "bat at least one (1) time" is defined as: A player enters the batter's box with no count and completes that time at bat by being put out, called out by an umpire or by reaching base safely.

Coach Positioning:

1. On defense, one manager/coach is allowed to be positioned outside, but must remain in close proximity to, the dugout. "Close proximity" is defined as standing, kneeling or sitting in, or just outside, the dugout opening or the dugout fence. At the umpire's discretion the manager/coach may be asked to return to the inside of the dugout.

LAKELAND CITY BASEBALL

2012 LCB Tournament Rules

LCB's post-season tournaments are for Training, Minor, Major and Junior Leagues only. The tournament formats will be a "Pool play plus single-elimination" format. (Subject to change based on team count.)

Pool play games:

1. Pool play games are the initial seeding games whose results will determine the rankings in the single-elimination tournament phase to follow.
2. Pairings for the first pool play games are based on the regular season order of finish and will criss-cross divisions. Pairings for the second pool play games will be determined by a blind draw by the losers of the first games from the pool of first-game winners.
3. All teams advance and will be seeded into the single-elimination phase based on cumulative runs-allowed. Ties will be broken by coin toss with the winner getting the higher seed.
4. Pool play games will have no new inning start after 90 minutes of play (120 minutes in Junior League). The current inning at the time limit will be completed.
5. Pool play games can end in a tie.

Single-elimination games:

1. The single-elimination game brackets will be set up in the standard tournament method with pairings determined by the seeding numbers.
2. Single-elimination games will have no new inning start after 120 minutes of play (all levels). The current inning at the time limit will be completed.
3. Single-elimination games cannot end in a tie.

All tournament games:

1. Home and visitor -
 - A. Managers or team representatives will meet prior to the start of each game for a coin toss. The winner of the toss can elect to be home or visitor. Teams must occupy their respective Home or Visitor dugouts.
2. Mercy rules -
 - A. For Training, Minor and Major League, 15 runs after 3 innings and 10 runs after 4 innings.
 - B. For Junior League, 15 runs after 4 innings and 10 runs after 5 innings.
3. Protest procedures -
 - A. No protest shall be considered on a decision involving an umpire's judgment call.
 - B. Rule-based protests not resolved before the next pitch shall not be considered.
 - C. Rule-based protests should be communicated **at once** to the head umpire by the manager or coach. The manager or coach must ask for time to be called. Once time is granted by an umpire, a manager or coach will address the protest to the head umpire. If unresolved, the head umpire will consult with the Tournament Director who will rule on the protest. Appeals to this decision may be made to the league president who has the final say on all protests.
 - D. All protests regarding mandatory play requirements or ineligible pitcher(s) must be made before the umpire(s) leave the field.
4. Curfew -
 - A. There is an 11:00 PM curfew for all games. Should a game reach that time limit it will be suspended immediately and resumed at a later date. LCB rules for resuming suspended games will apply.

Training League:

1. Five-run limit per inning.
2. Defensive positions do not have to be rotated.

Minor League:

1. No five-run rule.

Tournament pitching rules:

1. Pitching rules for the LCB tournament are the same as those for regular season. **Exception:** If a player is “playing down” an age group he/she can only pitch the maximum pitches allowed for the age group in which he/she is playing. Example: An 11 yr-old playing down to Minor League cannot exceed the Minor League maximum pitches in a game (85).
2. Once the regular season ends all pitcher rest requirements end and ‘reset’ to zero for the purposes of LCB tournament play.

All other LCB regular season rules remain in effect for LCB tournament play.