

LYS GENERAL BASEBALL RULES

Leagues: K-2nd Grade Pitching Machine, 3rd-4th Player Pitch, 5th-6th Player Pitch, PONY

Weekday Game Start Times 6:15 Saturday 10:00, 11:30 & 1:00 Second Team listed on schedules will be Home Team

Time Limit: K- 2nd: 1 hour and 15 minutes (Coaches may agree to go longer) Sunny Day Let Them Play!

3rd/4th & 5th/6th: No new inning starts after 1 hour and 30 minutes. Tie games shall continue if coaches and Umpire agree.

PONY: No new inning starts after 2 hours no new pitch after 2 Hours 15 minutes

Innings: Each DIVISION will play with time limit listed above

LYS leagues: 6 Innings is a complete game. An extra inning may be played if it is tied and if it begins before the time limit (unless both coaches and umpire agree to stay after time limit). 3 ½ innings is the minimum number of innings to record an official game. If the weather permits please try to complete all games. Pony 7 Innings. "We Are Here For The Players"

Playing Time: Players must NOT sit out consecutive innings and it is encouraged to have players play multiple positions during the season. **Every player available**

able will be in the batting order for all divisions. YES Please Keep player safety in mind.

Ground Rules: Balls leaving the field of play while in play will be ruled by the umpire (ground rule double, triple, homerun) based on how, when and where the ball left the field.

Defense: Pitching Machine: 5 or 6 infielders with all remaining players in the outfield (Coaches must rotate players each inning/game) **3rd/4th** 6 infielders and 4 outfielders. **5th/6th** 6 infielders and 3 outfielders free defensive substitutions Coaches please rotate all players. . Pony Division, Coaches will decide all game time player rotations and lineup activity.

Warm-Up: Warm-ups. No Infield Warm-ups on chalked fields. Grounders may be taken in foul territory next to the dugouts.

Base Length: Each league will play with 60' base paths (Pony will play at 80')

Pitching Distance: K-2nd Pitching Machine: 40' - speed 40 mph, 40' 3rd / 4th, **5th/6th** 46', **Pony** 54'

Game Balls: Home Team will provide two games balls at the start of the game. Each Team will keep the game balls.

Pitching Machine: dimpled pitching machine balls will be used. It is recommended that a bucket of balls be provided so the speed of play is faster. Baseballs to be used: Are regulation full grain leather

Bats: Baseball: Bats shall not be more than 33 inches in length, nor have a bat barrel in excess of 2 5/8" inches. Bats shall be "Approved For Play in USA Baseball: Pony will use Pony League rule for bat length, drop & diameter

Shoes: Shoes with metal cleats or spikes are not permitted to be worn by players, coach, or manager. Pony metal OK

Uniforms: Jersey, Team Hat, Baseball Pants & cleats. Game Days players must dress appropriately with shirts tucked in.

Jewelry: Jewelry is prohibited. Players shall not wear jewelry. Medical alert and religious bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so as to remain visible. Wireless communication devices are not allowed.

Player Safety: All players while base running, batting, or base coaching must wear a helmet.

All on-deck batters must stand behind the batter. All other players will remain in the dugout

Base Running: If a play is being made on the runner, the runner must avoid contact. If the runner does not avoid contact and runs into the fielder or intentionally interferes with the thrown ball, the runner will be out. All slides should be feet first with the exception of dives back to the base. No Delayed Steals. Coaches Please educate players on avoiding contact. Umpire judgment will be final decision on interference.

Hit By Pitch: Batter is awarded first base if hit by pitch (Umpire Judgment).

Bunting: Is allowed in all divisions except K-2nd pitching machine. No Slash Bunting Automatic Out

Intentional Walks: All Pitches need to be thrown in All Leagues

Pitchers Warm-Up: Pitchers are allowed 5 warm-up pitches between each inning or when a new pitcher comes in.

Pitching Rule: Delivering one pitch in an inning constitutes having pitched an inning. Starting pitcher may re-enter as a pitcher later in the game. See specific league rules for other regulations.

Catcher Rule: Flagrantly running into the catcher results in an automatic out, player ejection, and dead ball. This is the umpire's judgment call.

Infield Fly: is applicable in Pony Only. **NOT Applicable k-2nd, 3rd/4th & 5th/6th Grade Rec Divisions**

Third Strike: Dropped third strike is in effect for Pony Only. All other leagues do NOT require the catcher to catch the third strike. Players may steal on dropped third strikes per division rules.

General League Rules Continued

Sportsmanship: Offer praise and encouraging words for all athletes, including opponents. Never openly berate, tease, or demean any child, athlete, coach, or umpire while attending a LYS sporting event and do not let kids do the same to each other. -LYS will not hesitate to act if the appropriate standards are compromised.

Field Conduct: Good citizenship at the schools, parks, and all field locations is crucial to the success of the program. Please pick-up all your garbage and no tobacco or alcohol is allowed at any program site. Please do not bring pets to fields except as permitted at Bender Field dog walk area. Thanks you for your cooperation.

Umpires: There will be 1 or 2 umpires per game for player pitch. **K-2nd Grade Pitching Machine** will not require umpires and each coach will make calls for their own team. Many LYS umpires are students of the game, please be patient and supportive of these young persons. Ron Moreno is the head Umpire and scheduler for all games. Thank you for always supporting Umpire decisions

Practice Schedule: 3 maximum per week prior to start of games, 1 per week during the season, 2 on bye-weeks.

Game Schedule: The schedules will be made available prior to the start of the season as soon as they become available. See LYS website for updates and standings.

Score: No official score/record is kept for K-2nd pitching machine. The home team must provide the official scorebook for all other leagues that have official score/records.

Standings: Standings will be updated weekly based on scores that have been reported to LYS

Score Reporting: It is the winning team's responsibility to report scores within 2 days of each game. Email these to lyndencoach@gmail.com with Team Name and scores for each game. Scores may also be texted to 360-815-5450

Rainout Policy: Parents/Players should report to the scheduled game unless they hear from their coach. Each field will be decided by that respective areas director or coach. If the weather is questionable, only the coach is encouraged to check with that person. Decisions on weeknight rainouts will be made after 4:00pm and not until Saturday morning for weekend games. If a coach knows a game is rained out, it is encouraged that the first call is to the opposing coach. Please Note: some fields may be rained out on a day where other fields are not. LYS will make every attempt to post rainout info on the LYS Facebook Coaches only may call after 4:00pm : **Lynden Bender Field 354-6717**

Make-Up Games: Teams are scheduled to play 10-12 games. Games will be rescheduled to make sure each team plays a minimum of 10 of the regular scheduled games. Rescheduling of any game will be done with coaches agreement & approval of LYS coordinator. The intent is to make every game available for our Youth Programs.

Specific League Rules: K/2nd Grade Pitching Machine

-All players will be in the starting lineup; late arriving players may be added to the bottom of order. Players May be removed from lineup for injuries, medical, emergency, safety or family situations. The lineup will be squeezed no outs are recorded.

-Players must take full swings, no bunting allowed

-One base per overthrow

-Teams will bat through the order once per inning regardless of the number of players or score.

-No leading off or stealing. Players can run when the ball is hit

-Batter may watch the first pitch of each at bat. After that, they will become strikes.

-Ball hitting the machine is a base hit and runners will advance one base

-Players that are tagged or thrown out are out

-The hitting team provides someone to feed the machine. Players get 3 strikes and do not strike out on a foul ball (the pitching machine will occasionally throw a bad pitch and this will NOT count as a strike)

-Strikes 5 MAX Per Player, at the option of both Coaches a batting T may be used to allow for making contact with the ball

Please try to keep the game moving and allow all players to run the bases

Specific League Rules: 3rd/4th Grade Minors

-All players will be in the starting lineup; late arriving players may be added to the bottom of order. Players may be removed from lineups for injuries, medical, emergency, safety or family situations. The lineup will be squeezed no out will be recorded.

-Stealing: There is no leading off and runners may steal as soon as the ball crosses home plate. NO STEALING HOME. No Delayed Steals Allowed.

4 Outfielders are used if available, Please Let Them All Play

-Run Rule: If a team is ahead by 15 or more runs after 4 innings (3 ½ if home team) the game is completed. Once a team reaches the run rule the opposing team has a chance to get within the run limit. Teams may continue play if both teams and umpire agree to stay.

-Runs per Inning: Teams may bat their entire order once per inning or until 3 outs have been made regardless of score. Teams with fewer players may bat the same number of players as the opposing team in an inning.

-Runners may be walked across plate or may score on batted balls. Runners will NOT advance to home on a passed ball.

-Pitching Rule: : A pitcher may pitch a maximum of 3 innings a game and no more than 6 innings a week (including rescheduled or makeup games). A calendar week is Monday-Sunday. A pitcher must have (2) calendar days rest between pitching assignments if pitched in more than 3 innings in any one game.

Specific League Rules: 5th/6th Grade Majors

-All players will be in the starting lineup; late arriving players may be added to the bottom of order. Players may be removed from lineups for injuries, medical, emergency, safety or family situations. The lineup will be squeezed no out will be recorded.

-Stealing: There is NO leading off and runners may steal as soon as the ball crosses home plate. Yes Players are allowed to steal home. No Delayed Steals Allowed, the ball is returned to the pitcher player may not steal home or another base.

-Run Rule: If a team is ahead by 10 or more runs after 4 innings (3 ½ if home team) the game is completed. Once a team reaches the run rule the opposing team has a chance to get within the run limit. Teams may continue play if both teams and umpire agree to stay.

-Runs per Inning: Teams will bat their entire order once per inning or until 3 outs have been made regardless of score. Teams with fewer players may bat the same number of players as the opposing team in an inning.

-Pitching Rule: A pitcher may pitch a maximum of 3 innings a game and no more than 6 innings a week (including rescheduled or makeup games). A calendar week is Monday-Sunday. A pitcher must have (2) calendar days rest between pitching assignments if pitched in more than 2 innings in any one game.

Specific League Rules: PONY

-Stealing 80': There is leading off and runners may lead off and do not have to wait for the ball to cross home plate.

-Run Rule: If a team is ahead by 10 or more runs after 5 innings (4 ½ if home team) the game is completed. Once a team reaches the run rule the opposing team has a chance to get within the run limit. Teams may continue play if both teams and umpire agree to stay.

-Runs per Inning: Teams will bat until 3 outs have been made.

-Pitching Rule: There is a 40 hour rule. If a pitcher throws 4 or more innings in a day, he must wait 40 hours before he can pitch again. 1 pitch in an inning counts as a full inning. 7 innings in a day and 10 innings per week are maximums. Week runs Monday to Sunday. When a pitcher leaves the mound he may not return to pitch

-Balks 80': Pitchers may be warned of a balk prior to it being called. Repeated offenses will allow runners to advance one base. Additional bases may be taken at runners own risk. The purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. Please refer to Baseball Rule Book for specific balk and other baseball rules please refer to baseball rule book for specific Balk Rule. -Refer to Bellingham Pony League Rules or Pony.org if these rules do not meet rule requirements.

LOST Items:

Please encourage players to pickup their belongings after each practice and game. It is also helpful for players to mark items with their name & phone number. Lost Items are placed in a plastic tote located at the south shed. LYS and Coaches are not

responsible for Lost Items.