

Lakes Athletics Baseball Rules

	3U / 5U / 6U	7U / 8U	10U	12U	HS (13U-18U)
Governing Rules	Lakes Athletics Rules Governed by KVBSA Governed by USSSA & AABC Governed by Major League Baseball Rules				
Game:					
Minimum # of Players	All teams must have at least eight (8) eligible players present in order to start a game. A team can finish a game with seven (7) players.				
# of Innings Played for Regulation Game	3 innings	6 innings		7 Innings	
Complete Game	2 innings	4 innings (3-1/2 if home team is winning)			
	Or determined by time limit. In regular season, if a game is called due to weather or darkness prior to the time limit and the required innings for a complete game, the makeup game is restarted from the <u>beginning of the game - suspended games are not allowed</u> . If a game is called before an inning is completed, the score reverts to the score at the end of the last complete inning played unless the home team is winning or the game is tied.				
Game Time Limit	60 minutes	90 minutes	1 hr 45 minutes		
	New inning cannot begin after time limit. New inning begins immediately after third out of the previous inning. During weather delays, the game clock continues to run.				
Weather	Suspending play due to lightning and weather-related incidents will be governed by the home team's community rules. If a community does not have defined rules, the Lakes Baseball rules are in effect. Lakes Baseball rules call for a 30 minute suspension of play when lightning is seen or thunder is heard. Any subsequent lightning strikes or thunder after the beginning of the 30-minute count should reset the clock and another count should begin.				
Maximum Runs/Inning	N/A	5		6	
	All players bat each inning - no scores are officially recorded.	This is the maximum number of runs that can be officially scored. For example, if an at bat results in more runs scored than the maximum, only the maximum is included in the official score.			
Mercy Rule	N/A	After the 5th inning, the game will end if one team is mathematically incapable of scoring enough runs to win/tie the game. In all 8U-HS games			
Tie games allowed	N/A	<p>Regular Season & Playoffs: Yes All-Star & Championship: No</p> <p>There will be NO extra innings during regular season or playoff games; these games may end in a tie. If needed the following Tie Breakers will be used to determine which team moves forward in playoff brackets. 1st tie breaker – Head-to-Head, 2nd tie breaker – Least runs allowed, 3rd tie breaker – Run differential, 4th tie breaker – Runs scored, 5th tie breaker – Coin toss</p> <p>If a Championship or All-Star game ends in a tie; the International Tie Breaker innings rule will be used. The International Tie Breaker inning rules are this...last batted out from previous inning starts the inning on 2nd base putting them in scoring position. The batting team automatically starts with 1 out and every Batter starts their at bat with a 1-1 count. This rule will be followed by both teams until the inning is complete and there a winning team.</p>			
Reporting of Game Results	N/A	<p>Scores: Winning team is responsible for reporting scores. Scores should be reported within 48 hours of completion of game. If a team fails to report a score after a formal request for a score has been made, Lakes Baseball reserves the right to give both teams a loss. Ejections and other issues: Both teams are responsible for reporting ejections and lack of umpires. If other concerns need to be raised, report within 24 hours of completion of the game.</p> <p>Tied and Postponed Games: Home team is responsible for reporting the postponement and plans for rescheduling.</p>			
Pitching:					
Balk Warnings	N/A	No Balks will be called, at 10U balks can be instructional if umpire chooses.	1 Warning per pitcher		No Warnings
Fake to 3B – Throw to 1B	N/A	For all Lakes Baseball games, a maximum of 3 hit batters/pitcher/game can occur. Pitcher is removed from the pitching position immediately after 3rd hit batter. Player may remain in game unless determined to be intentional per umpire discretion.			
Hit Batter Limitation	N/A	For all Lakes Baseball games, a maximum of 3 hit batters/pitcher/game can occur. Pitcher is removed from the pitching position immediately after 3rd hit batter. Player may remain in game unless determined to be intentional per umpire discretion.			
Pitching Restrictions (Reg Season):	N/A	7U Game: 1 innings 7U Week: 6 innings 8U Game: 2 innings 8U Week: 7 innings	Game: 3 innings		Game: 4 innings
		No rest period required	40 hour rest rule after 3 innings pitched in a game		40 hour rest rule after 4 innings pitched in a game
		Playoffs: See exceptions in full LAA playing rules			
		As soon as a pitcher has delivered one (1) pitch to a batter, he shall be considered as having pitched in one (1) Inning. If it is determined that a pitcher has exceeded the maximum # of innings pitched, the pitcher shall be immediately removed from the pitching position.			
Base Running:					
Sliding	A runner must slide on any close play at second, third or home plate. If the ball is in the possession of the player covering the base, the runner must slide and avoid contact with the other player. (Note: The base coaches must make every attempt to assist the runner in determining when to slide). When the player awaiting the throw, deliberately fakes reception of the ball to force the runner to slide, runner will be awarded that base plus one additional base. The team will be given one warning and on any subsequent occurrence the offending player will be ejected.				

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Lead-off	NO		Yes		
Stealing	NO		Yes		
Stealing Home	NO		Limited: Only on 1st/3rd Runner situation, and the catcher attempts to throw the runner out at 2nd	No limitation	
	Clarifications: 1. 10U: A runner may only steal HOME once per inning on a pitcher/catcher exchange 2. 10U: A runner cannot steal home unless there is a play on a live ball being made. 3. 10U: When there is a runner on first base and third base and the man on first attempts to steal, the man on third may go home if the catcher makes a throw to any player other than the pitcher. 4. Any overthrown ball to first base from the infield could permit the runners to advance.				
Roster/Player:					
Minimum/ Maximum # of Hitters in Line-up	All Uniformed Players Hit, Continuous Batting order.				
Minimum Defensive	All players participate on defense each inning	3 complete innings prior to the 6th inning Detailed Description: Each player present on each team at starting time must play a minimum of three (3) complete innings in the field (defensive position) prior to the sixth inning unless he / she is ill, injured, or being disciplined. This rule applies to regular season, playoffs and championship games.			
4th Outfielder	All players participate on defense each inning	For 7U / 8U: If both managers agree prior to the game, a 4 th outfielder may be used. If used, this additional player may only be positioned in the outfield.	Not Applicable		
Late Players	N/A	For all Lakes Baseball games, in the event that less than nine (9) players are available at game time, a fifteen (15) minute grace period is allowed from game time for a 9th player to arrive and enter the game. If nine (9) players are available at game time, the game must begin with those players available. In the 7U-HS continuous batting order any players arriving after the start of the game are to be inserted at the bottom of the batting order unless the team has completed the order once or more.			
Absent Without Injury or Illness	N/A	For all Lakes Baseball games, if a player is a hitter in the batting order, this position will be declared an 'out' should this player become absent during the game for a reason other than injury or illness. For injury or illness, the player is removed and everyone in the lineup move "up" one position. Another player may replace the absent player defensively but may not hit in the absent player's position in the line-up. A team must play with a minimum of eight (8) defensive players to complete the game.			
Absent with Injury or Illness	N/A	For all Lakes Baseball games, if a player is removed from a game due to injury or illness, his/her position in the batting order will be skipped without penalty. The injured or ill player may not re-enter the game once their position in the batting order is skipped. The injured or ill player may reenter the game provided his/her position in the line-up has not occurred. A team must play with a minimum of nine (8) defensive players to complete the game. In the U8-U14 continuous batting order, if a batter is injured and unable to complete the at-bat, the at-bat is skipped without penalty. If a batter is injured during his/her at bat, the next batter will assume the injured batter's balls/strikes count.			
Ejected Players, Coaches and Managers	Any player, coach or manager ejected, for any reason, will receive a mandatory 1 game suspension to be served during the next Lakes Baseball game. An ejected player's position in the batting order will be declared an 'out' for the game from which he/she is ejected. Additional suspensions and/or disciplinary actions may be enforced pending the Lakes Baseball board review. During the suspension the player, coach or manager may not enter the confines of the park or recreational area that supports the field of play. A team must play with a minimum of nine (8) defensive players to complete the game. Failure to report a suspended player, coach or manager will be grounds for additional suspensions				
Equipment:					
Bat Restrictions:	USSSA Rules Apply. The maximum diameter shall not exceed 2-3/4 inches and the maximum length shall not exceed 36 inches. Bats should not exceed the 1.15 BPF (Bat Performance Factor) as defined for baseball bats by ASTM Standards. Big barrel bats (diameters of 2-5/8" or 2-3/4") must have the USSSA 1.15 BPF mark. Older big barrel bats will not be allowed. Small barrel bats (diameter of 2-1/2") must have the USSSA 1.15 BPF mark as well. Also, BBCOR-certified, USA Bat, and solid (one-piece) wood bats are legal.			Per USSSA and HS Baseball Rules all 14U and above players are required to utilize BBCOR bats.	
	Team managers will be responsible for enforcing bat rules. Prior to the start of play, the manager from each team should identify which bats are legal and remove from the dugout any bat identified as illegal. In the event that an unapproved bat is used (once the batter steps into the batter's box) the batter that is in violation will be called out. The player will be allowed to bat again the next at bat.				
Spikes/Shoes	Rubber or Plastic Cleats Only (No Metal)			Metal, Rubber or Plastic Cleats Allowed	

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Speed-up:	Optional w/ 2 outs				
Courtesy Runner for Pitcher and/or Catcher	With 2 outs, the offensive team may use a courtesy runner for the pitcher and catcher of record from the previous inning on defense. For the first half of the first inning, the position is determined by the roster. The courtesy runner is the player that made the previous out, either batted or on bases. The re-entry status of the courtesy runner, pitcher, and catcher shall not be affected by this rule. If an improper substitution is made, the correct substitution will be made upon notification of the improper substitution.				
Field Dimensions:					
Pitching Distance	N/A	40' 0"	46' 0"	50' 0"	54' 0" or 60' 6"
Elevated Mound	Not Needed				
Base Distance	50' 0"	60' 0"	65' 0"	70' 0"	80' 0" or 90' 0"
1st to 3rd / Home to 2nd	70' 7"	84' 10"	91' 11"	99' 0"	113' 2" or 127' 3"
Minimum distance from home to nearest fair obstruction:	(Pitching Arc) 23' 0" Radius	150'	200'	250'	350'
	* If the field dimensions are found to be incorrect after play has started, corrections to the field should be made at the end of the current inning.				
Batter:	If a player throws the bat, the batter is out. No warnings will be given after the act. The pre-game manager meeting is the teams warning.				
3rd Strike Rule?	N/A	No. On a dropped 3rd strike, the batter is still out		Yes. Batter may become a runner if the third strike called by the umpire is not caught, providing (1) first base is unoccupied, or (2) first base is occupied with two out;	
Infield Fly Rule Applies?	NO		Yes, called by umpire		

NFHS RULE: SLIDE

Article 1 . . . A legal slide can be either feet first or head first. If a runner slides feet first, at least one leg and buttock shall be on the ground. If a runner slides, he must slide within reach of the base with either a hand or a foot.

Article 2 . . . A slide is illegal if:

- a. the runner uses a rolling, cross-body or pop-up slide into the fielder, or
- b. the runner's raised leg is higher than the fielder's knee when the fielder is in a standing position, or
- c. the runner goes beyond the base and then makes contact with or alters the play of the fielder, or
- d. the runner slashes or kicks the fielder with either leg, or
- e. the runner tries to injure the fielder, or
- f. the runner, on a force play, does not slide on the ground and in a direct line between the two bases.

Exception: A runner may slide or run in a direction away from the fielder to avoid making contact or altering the play of the fielder. (8-4-2b).

Lakes Baseball RULE 8 - BASERUNNING

SECTION 4: RUNNER IS OUT

Article 2 . . . Any runner is out when he:

- b. does not legally slide and causes illegal contact and/or illegally alters the actions of a fielder in the immediate act of making a play, or on a force play, does not slide in a direct line between the bases

Exception: A runner may slide or run in a direction away from the fielder to avoid making contact or altering the play of the fielder. (8-4-2b).

Note: Runners are never required to slide, but if a runner elects to slide, the slide must be legal. (2-32-1, 2)

Penalty: The runner is out, the ball is dead immediately, and interference is called. On a force-play slide with less than two outs, the runner is declared out, as well as the batter-runner. Runner shall return to the bases occupied at the time of the pitch. With two outs, the runner is declared out. The batter is credited with a fielder's choice.