

LARKSPUR-SALEM RECREATION LEAGUE FARM DIVISION BASEBALL RULES

The mission of this league is...

To develop sportsmanship, skill, ethics and maintain the highest integrity
among all teams and individuals participating.

Bylaws

Official baseball rules will be used to govern play except as modified herein.

From the Management

The basic concept of this league is to make the game safe, fun, and interesting for our young players, by using safe equipment and keeping their interest active in playing baseball. Some of the rules used for this league may be viewed as "untraditional baseball", but at this age level, keeping all the kids safely involved in the game and preparing them for higher levels of competition should be our main concern. Failure for us not to provide the children with a safe environment and a league not built on fair play and sportsmanship, opens the door for these youngsters to seek out other activities that provides them more fun.

1. ELIGIBILITY

a. A player must be attending school to participate in league games. Individual who are suspended or expelled from school will not be allowed to play until they are officially reinstated.

b. If a player has reached his/her eleventh birthday prior to May 1, he/she is ineligible to play in the Larkspur-Salem Farm Baseball Division.

c. A player must have reached his/her ninth birthday prior to May 1, to be eligible to play.

Exceptions will be made by the Commissioner or Athletic Director, in the case of sons or Daughters of the coach, assistant or team mother. Any such player will occupy a position on the roster as though he or she was nine years old.

For the purpose of this rule only one head coach, one assistant and one team mother will be used.

2. GENERAL RULES

a. No alcoholic beverages will be permitted on or around the playing fields.

b. The League Commissioner will determine Postponement or cancellation of games. In case of inclement weather, coaches should call the League Commissioner or Athletic Director for cancellation information.

c. The League Commissioner reserves the right to arrange postponed games at their convenience in order to catch up with the schedule. The Commissioner is authorized to cancel games due to excessive rain or conditions beyond their control.

3. **PLAYERS EQUIPMENT**

a. **BASEBALL SHOES**

1. Shoes with metal cleats are prohibited. The only authorized shoes that can be worn during games or practices are rubber soled or rubber cleated shoes.

b. **RUNNING AND BATTING HELMETS**

1. It is mandatory for each batter and runner to wear a head protector or head protector with face shield. This protector will cover both ears and temples and have a metal or plastic face shield attached to the helmet. It is illegal to wear any other headgear.

2. Helmets must be worn by players while they are: at bat, and running bases, during practice and all games.

3. Any player who intentionally discards his/her head protector will be declared out after the play is over. (This will be a judgment call by the umpire).

c. **CATCHER**

1. It is mandatory for all catchers to wear facemask, helmet, chest protector, shin guards and a protective cup. If the umpire observes any violation of this rule, the violation must be corrected. If the violation is not corrected, the umpire has the option to eject the player or declare the game a forfeit.

d. **PLAYING FIELD**

1. The distance between all bases shall be 60 feet. The distance between the point of home plate and the front side of the pitcher's rubber shall be 46 feet.

4. **GENERAL RULES**

a. **BENCH**

1. The home team will occupy the third base bench, visiting team the first base bench. This will be designated on the schedule with the home team listed last.

2. The home team will provide one new game ball and one acceptable ball (practically new) to the umpire prior the start of the game. (Prior to the start of season play each team will receive a supply of game balls from the league. These game balls are not to be used for Practice.

3. The home team will be designated as the official scorer. They are responsible for furnishing the scorebook and ensuring umpire signs the scorebook at the end of the game. (The league will provide each team a scorebook prior to the start of season play). It is recommended the visiting team also uses a score keeper and check frequently with the Official scorer to avoid the possibility of mistakes. In the event of a dispute between the Score books which cannot be settled, the umpire will collect both score books immediately and make all necessary notations. THE GAME WILL CONTINUE and as soon as possible after the conclusion, the score books will be presented to the League Commissioner or Athletic Director for final decision.

4. The scorebooks of home and visiting teams must be filled out with players' first and last names and uniform numbers. In the event of a protest and this information is not provided the protest will be denied.

5. Then winning team is responsible for calling or e-mailing the League Commissioner with the winning score. When calling, give the following information:

- a. Date played
- b. Team names
- c. Score
- d. Field played on

It is very important that winning coaches call in the scores so that accurate records of the standings can be kept up-to-date. In the event of a tie, request one or both team coaches call in or e-mail the scores.

4. **TIME**

a. One hour 30 minute time limit. No new inning will start after One hour 30 minute time limit. Any inning started must be completed except when there is agreement with opposing coach.

b. The official scorer (home team) will log in the scorebook the official time the game starts. This will be taken from the umpire. The umpire will maintain the official time.

c. There will be umpire's time-outs for player injuries. Injuries will be taken care of before the game continues.

5. STARTING TIME OF GAME

a. There will be **NO GRACE PERIOD**. Teams will be at the game site 30 minutes before game time. The first game may start early if both teams are ready, but no later scheduled.

b. Forfeit of game means the next scheduled game will start **15 minutes before scheduled game time**. The game may start earlier if both teams are ready to play.

6. REGULATION GAME

a. It will be a regulation game when **SIX** innings have been played or one hour 30 minutes have elapsed. Once an inning has started, it must be completed. A new inning may not be started once the one hour 30 minute time limit has elapsed. If the game is tied after **Six** innings or the time has elapsed, the game will be recorded in the official record book as a **TIE**.

b. It will be a regulation game if it is called by the umpire on account of **DARKNESS, RAIN OR OTHER CAUSES**, which in the umpire's judgment interferer's with further play providing four or more innings have been played. **For this rule, three and one half innings** will constitute a regulation game if the home team has scored more runs in its two innings than the visiting team has scored in its three innings. When rain forces a game to be terminated if **FOUR** innings have not been completed the game will be rescheduled and played from the beginning.

c. All completed tie games are official. Each team will be awarded 2 points for win and 1 point for a tie.

TEN RUN RULE

d. If after **Three and one half innings** the home team is ahead by **TEN** runs the game will be terminated by the umpire.

7. COACHES RESPONSIBILITIES

a. Coaches are responsible for seeing that their players meet the age requirements.

b. Coaches are responsible for maintaining proper sportsmanship and conduct among their team, fans and parents at all times.

c. Any coach who knowingly plays an over age player or a player out of the community in violation of the rules shall be suspended. Larkspur-Salem Recreation League Board, will determine the length of suspension, possibly indefinitely.

d. Coaches are requested to refrain from smoking on the fields during games and practices.

8. **UNSPORTSMANLIKE CONDUCT**

a. Any player or coach ejected from the game by an official for fighting shall automatically be suspended from the next two LEAGUE games to played by their team. No official notice of this suspension shall be necessary. The head official will notify the League Commissioner and Athletic Director of the suspension.

b. Any player or coach ejected from the game by an official for unsportsmanlike conduct shall automatically be suspended from the next LEAGUE game to be played by their team. No official notice of this suspension shall be necessary. The Head official will notify the League Commissioner and Athletic Director of the suspension. In the event a player or coach deviates from this ruling, it will constitute a forfeit and the team not at fault will receive credit for a win. Additionally, the player or coaches who deviated from this rule will suspended and additional game to be played by their team.

c. Any player, coach or spectator guilty of unsportsmanlike conduct toward an official on city property will be subject to suspension and must vacant the premises immediately.

d. Any player, coach or spectator guilty of striking an official in any manner on city property during or after a game shall be suspended indefinitely from participating in all League sponsored by the Parks and Recreation Department in accordance with Community League Parks and Recreation Departments bylaws.

The following are examples of unsportsmanlike conduct:

1. Boos, hisses, jeers and other taunts targeted at any team.
2. Any intentional acts that may cause injury to another player.
3. Any arguing, loud or animated discussion that projects unfavorably on the spirit of sportsmanship.
4. Any use of foul, vile or profane language or gestures on or within the immediate vicinity of the playing field.

9. **PROTEST**

a. Coaches protesting must immediately notify the umpire at the time of infraction and it will be announced that the game is being played under protest. The score keeper will note on the official book the following: the inning, the exact time, players on base, batter, balls, strikes, number of outs and score. The GAME MUST CONTINUE. All protest involving League play will be submitted by the Head Coach in writing to the League Commissioner NO LATER THAN 72 HOURS after the incident. The Commissioner will discuss the protest with individuals involved and make a final determination on the submitted protest.

b. All matters of an arbitrary nature in connection with a player's eligibility may be protested at any time during the season by the Head Coach. All protest will be submitted in writing to the Larkspur-Salem Recreation League Board.

10. SPECIAL RULES

a. Each team's playing roster will consist of Twelve (12) or more players of which three (3) must be played in the outfield. A team may field Eight (8) players if conditions exist that prohibit the attendance of more. However, once the NINTH batter would be scheduled to bat, an out will be called. If the NINTH player shows up, he/she must enter the game immediately and will be the NINTH player in the line-up. If a team starts with NINE (9) players and loses a player due to injury, and there are no substitutes available, the spot vacated will counted as an out. Any time a team has fewer than EIGHT (8) players, they must forfeit the game.

MANDTORY PLAYING RULE

b. Each teams batting line-up will consist of every player in uniform that is in attendance. The batting order will remain the same for the whole game. **Exception:** If one team has more players than the other, the team with more players has the option of having their batting line-up consist of the same number of players as that of the team with fewer players (but no fewer then Ten). All players in attendance for a game must play at least TWO innings in the field and come to bat at least once, except when circumstances such as a discipline problem should prohibit a player from doing so. **Note: A discipline problem can include a player who does not attend practice.** The two-inning rule is based on a complete SIX (6)-inning game.

Base stealing will be permitted. Runners may not leave the base until the pitched ball crosses home plate. Any player leaving their base before the ball crosses home plate will be called out.

Bunting is allowed. There are NO SUICIDE SQUEEZE attempts allowed. This is a judgment call by the umpire. If the umpire determines that the play is a deliberate attempt to squeeze the runner on third base home by bunting, the umpire will call a dead ball, the batter will be out and the runners will be returned to their original bases.

A team may score a maximum of SEVEN (7) runs in their half of an inning. After the SEVENTH RUN is scored, the team at bat must take the field. Example: The team at bat has scored SIX runs during their half of the inning and they have one out with bases loaded, Billy hits the ball and two runs score, only the SEVENTH run would count and Billy's team would have to take the field.

11. SUBSTITUTION RULES

- a. All players may be freely substituted during a game. Any player leaving the game may return to the game and play in any position designated by the coach. **Exception:** No player is allowed to pitch more than FOUR (4) innings per game.
- b. Any player substituted for another player may not change their position in the batting order.

12. PITCHING

- a. A pitcher will not be allowed to pitch more than FOUR (4) innings per game. **It is the responsibility of both coaches to record the number of innings pitched by each pitcher.** The umpire is not responsible for keeping track of the number of innings pitchers have pitched.
- b. If a player pitches to one batter, he/she has pitched a full inning for the purpose of the FOUR-inning rule for pitchers.
- c. If the pitcher is taken out of the game he/she cannot pitch anymore that inning. A pitcher can be removed from the mound during an inning and play another position that same inning. A pitcher who has been removed from the mound may go back and pitch any other inning until he/she pitched FOUR (4) innings.
- d. A pitcher must be replaced on the coaches' second trip to the pitching mound in any one inning.
- e. A pitcher must be replaced, for that inning, if he/she HITS TWO (2) batters in one inning. The player may return to the pitcher position as early as the next inning, however, if he/she HITS TWO more batters in any following innings he/she must be removed from the pitching position for the remainder of the game.
 1. The umpire will determine if a batter was hit due to the pitcher's action, or because the batter did not actively avoid contact with the pitched ball.

13. **SPEED-UP RULES WILL BE IN EFFECT**

- a. Pitchers will take only FIVE (5) warm-up pitches between innings.
- b. After each out, the ball must be returned to the pitchers mound before the next batter steps into the batter's box.
- c. If a team elects to intentionally walk a batter, the coach will notify the umpire who will in turn signal the batter to first base without the pitcher pitching to the batter.
- d. The catcher will keep their catching gear on, except mask, at the completion of each inning, unless he/she is to be the number one, two or three batter.
- e. With TWO outs and the catcher is on base, it is mandatory to have a courtesy base runner for the catcher.
- f. There will be no hidden ball tricks or anything to encourage a delay. The umpire will inform players to put the ball into play immediately and make every effort to keep the game moving.

These rules are in addition to the **GENERAL BYLAWS FOR ALL COMMUNITY SPORTS.**

Revised and updated January 28, 2003.