

# 2015 Lemont Baseball & Softball Club Rules



Updated 12/06/14

**2015 LOCAL RULES  
LEMONT BASEBALL & SOFTBALL CLUB**

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### I. EVALUATIONS

- Evaluations will be used as a method for team selection at the PINTO, MUSTANG, BRONCO, PONY and COLT Divisions, in conjunction with the rating system method of selection (see II. ROSTER CREATION, below).

### II. ROSTER CREATION

- Rosters for all divisions, except for the SHETLAND and MAVERICK Divisions, will be selected using player ratings and impartially conducted evaluations. Team balancing is the ultimate goal. Division Coordinators, with review and approval by the Boys' and Girls' Vice-Presidents, will be responsible for creating the team rosters.

<b>SHETLAND – 4-5</b>	<b>MAVERICK – 6</b>
<b>PINTO – 8 AND UNDER</b>	<b>MUSTANG – 10 AND UNDER</b>
<b>BRONCO – 12 AND UNDER</b>	<b>PONY – 14 AND UNDER</b>
<b>COLT – 16 AND UNDER</b>	<b>PALOMINO–18 AND UNDER &amp; three 19 YEAR OLDS</b>

### III. PLAYING IN ANOTHER DIVISION

- Players may request to “play-up” to the next (older) division, but no “two-year” jumps will be allowed. The respective Vice-President from each league must approve all players “playing up”.
- Players may request to play down to the next lower (younger) division. The respective Vice-President from each league must approve all players “playing down”.
- Players requesting to “play up” to the next level must attend the evaluation for the division he/she wishes to “play up.” **NO EXCEPTIONS!**

### IV. ROSTER REPLACEMENTS

- A replacement player must be an LBSC player from same or lower division. Any “replacement” players must bat last in the line up and play an outfield position for the entire game (**Girls' COLT Division**, any replacement player can play anywhere other than pitcher and catcher.)

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### V. GAME FORMATS

A. Games will be scheduled as follows:

1. Saturdays – 9:00 a.m., 11:00 a.m., 1:00 p.m., 3:00 p.m., and 5:00 p.m.
2. Weekdays (Monday, Tuesday, Thursday, Friday) - 5:45 p.m. and 7:45 p.m.
3. If it is not an official game as defined by Lemont Baseball & Softball Club (LBSC) rules, then it will be resumed at a later date, following the rules set down by the LBSC.
4. There will be a maximum of 15 minutes between scheduled games.
5. Exceptions to these game time rules:
  - a. In the BOYS' PONY and COLT Divisions, games can be scheduled to start further apart based on field availability, allowing for extra game time.

B. League play will begin on the 3rd Saturday in April, except the COLT Leagues.

C. All games must be played when scheduled. Every effort must be made to play the game.

1. The decision regarding whether games can be played during poor field conditions or inclement weather will be made by the President or Vice-President.
2. After the decision has been made to cancel the game, the managers of the involved teams will be notified and a cancellation notice will be recorded on the LBSC voicemail.
3. If the threat of lightning or thunder exists, all teams must exit the fields and head to a completely enclosed area (i.e., cars, buildings) for a minimum of 20 minutes. **NO EXCEPTIONS!**

D. Rainouts will be scheduled on a first-come, first-serve basis by the involved managers. Please visit [www.lemontBSC.org](http://www.lemontBSC.org) for more information.

E. Forfeit Rules for BRONCO, PONY and COLT Divisions:

1. Any team unable to field a team because of absent players may forfeit the regularly scheduled game. Games may be played with eight players, but not seven or less. The following case will be an exception to the rule:

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- a. Direct involvement in school or church activities by players reducing the team to seven or fewer players. The respective Vice-President will then reschedule the game.
  2. If a team cannot place the required number of players on the field due to an injury or illness during the course of a game, the game will be halted and resumed at the earliest time as decided by the Division Coordinator, Vice-President or President. The halted game will be resumed from the exact point at which it was halted in the original game. If the halted game is scheduled to be completed before the next scheduled game between the two teams, a pitcher can pitch in both games in the same day subject to the LBSC established pitching rules. The line-up and batting order of both teams will be the same as the line-up and batting order at the time the game was halted, subject to the rules governing substitutions. A player who was not in the game before the halting of the original game may replace any player.
- F. If a situation arises during the season, and it is not covered by a local rule, the following applies:
1. If during a game, the umpire will make the judgment ruling and his decision will be final for that game.
  2. The situation and on-field ruling will be reported to the LBSC Board. A decision will be made regarding the situation and it will become a rule.
  3. If a manager, coach, or umpire does not abide by these rules, it should be reported to the President and the respective Vice-President.
  4. Upon receiving an official protest, the President will appoint a committee of at least three people to hear and resolve the protest. The Protest Committee will consist of the President, the Boys and Girls Vice-Presidents, and any two Division Coordinators. Initial hearing will be conducted within 48 hours of the protest, and the results of the protest will be decided within 24 hours after completion of the hearing.

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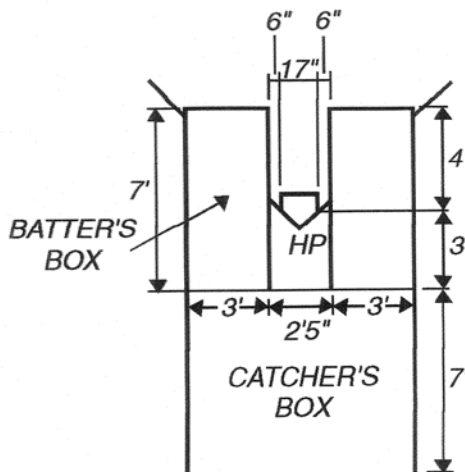
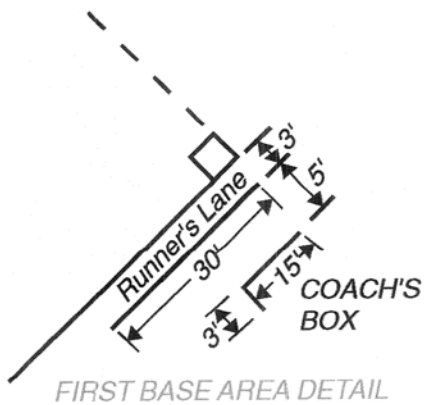
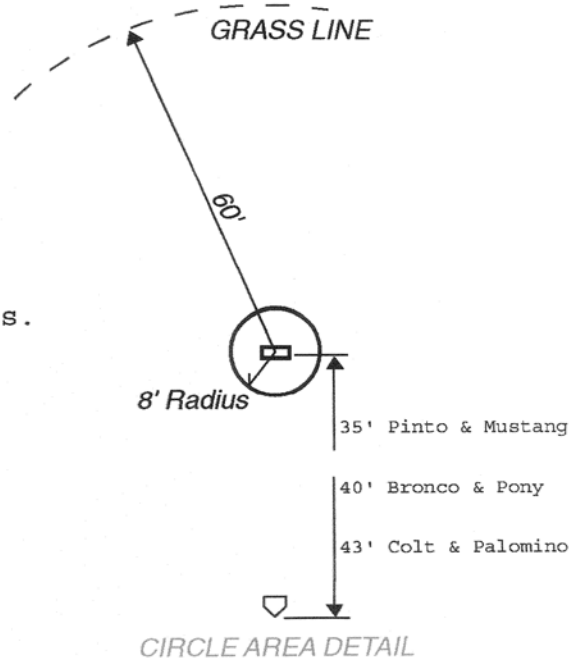
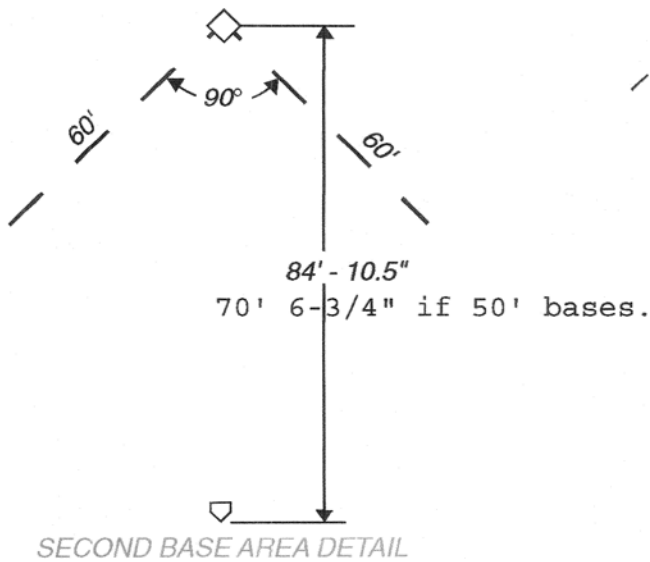
## VI. SUMMARY OF GIRLS' LEAGUE RULES

RULE	PINTO	MUSTANG	BRONCO	COLT
Innings Played	5	6	6	7
Mercy-Rule	No	No	10 after 4 <sup>th</sup> inning, except play-offs.	10 after 5 <sup>th</sup> inning, except play-offs.
Infield Fly Rule	No	No	Yes	Yes
Dropped 3rd Strike	No	No	No	Yes
Speed Up Rules For Catcher/2 Outs	Yes	Yes	Yes	Yes
Max # Of Runs/Inning (except for last inning*)	5 ALL INNINGS	5 *See Div. Rule	6 *See Div. Rule	6 *See Div. Rule
Bunting (No Fake Bunts Allowed)	Yes	Yes	Yes	Yes
Metal Spikes Allowed	No	No	No	Yes
Lead-Off	No	No	No	No
Stealing	No	Yes, when ball crosses the plate. No stealing of home	Yes, when ball leaves the pitcher's hand.	Yes, when ball leaves the pitcher's hand.
Base Distance	50'	60'	60'	60'
Pitching Distance as measured from the front of the pitchers plate to the back tip of home plate.	32'	35'	40'	43'
Pitching Regulations	N/A	3 innings max per game	4 innings max per game. 10 innings per week	10 innings per week
Miscellaneous Reference	<p>If a player throws one pitch in an inning, this constitutes as an inning pitched. A pitching week starts on Sunday and concludes on Saturday.</p> <p><b>BRONCOS &amp; COLTS:</b> A pitcher <b>must</b> take one day's rest if one pitch is thrown in the 4<sup>th</sup> inning. No rest is required if only three innings are pitched.</p> <p>There are no pitch count restrictions. <b>All players</b> warming-up pitchers must wear a facemask. A <b>steal</b> is defined as: Any advancement by a runner on a pitched ball, regardless of whether it is considered a wild pitch or a passed ball.</p>			

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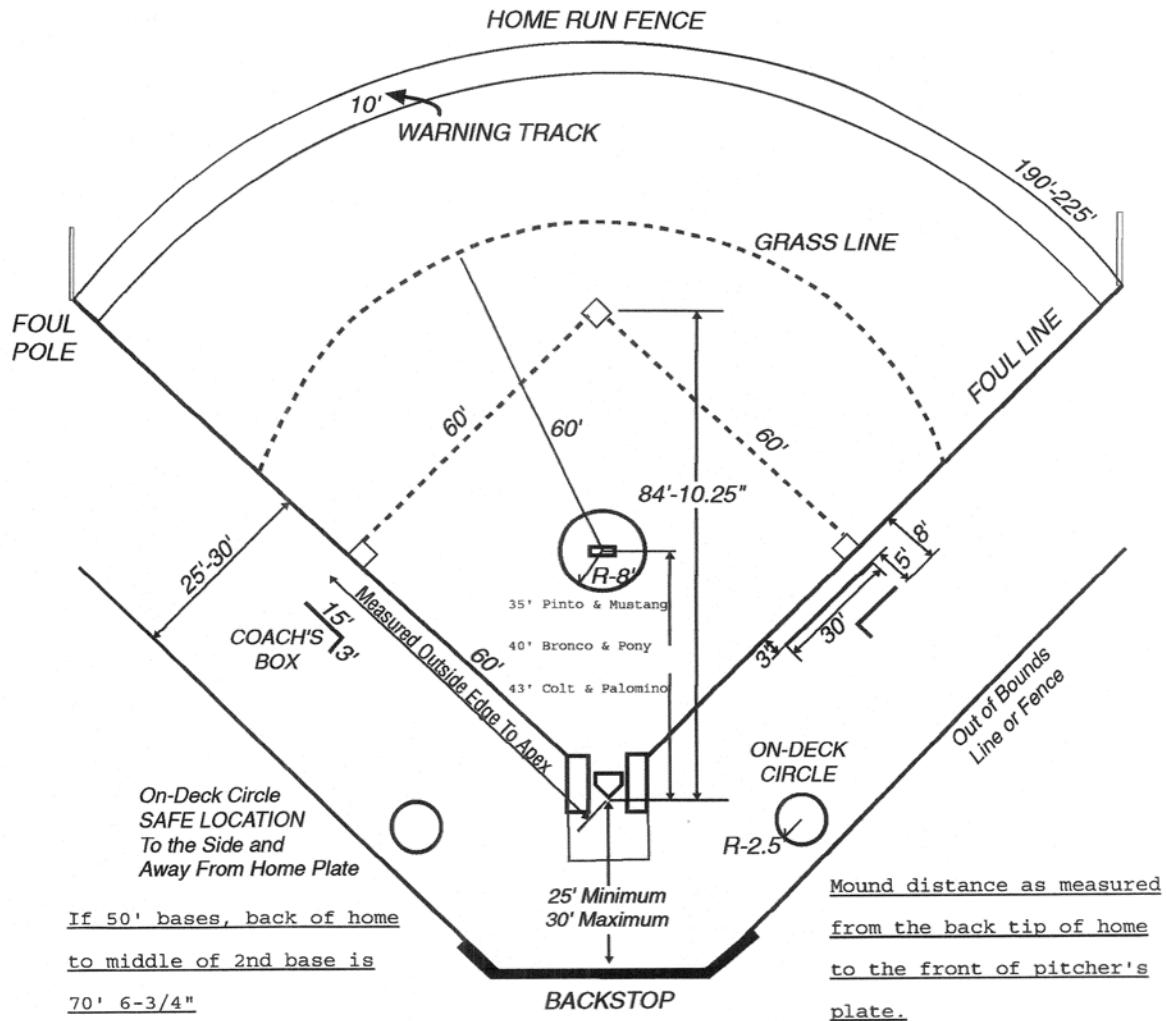
## FASTPITCH SOFTBALL PITCHING & BASE LAYOUT



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## FASTPITCH SOFTBALL DIAMOND LAYOUT





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### **VII. GIRLS' PINTO DIVISION RULES**

#### **GENERAL**

- This division is meant to be Instructional/Developmental
- Playing field will be set up as follows: 50' between each base and a distance of 35' from the front of the pitchers plate to the back tip of home plate
- Base lines, out-of-bounds lines, batter's box and bases will be prepared before all games by the home team.
- Each game will consist of five innings. An official game will consist of three full innings. The game will be over after 1:45 (one hour and forty-five minutes) from the official scheduled starting time of the game regardless of the situation and reverts back to the previous full inning.
- There are no forfeits. All games must be played.

#### **CODE OF CONDUCT**

- Each team manager is solely responsible for the actions of his/her players, coaches, and/or spectators.
- Ejection of a manager, coach or team parent will result in an immediate suspension of that manager, coach or team parent for the remainder of the current game AND the next game.

#### **DEFENSE**

- Free substitution is allowed at all defensive positions.
- Players must rotate positions and must play two innings in the infield.
- All players must not sit-out more than two innings and cannot sit-out in consecutive innings.
- No player will be omitted from the starting defensive lineup in two consecutive games attended.
- It is optional for five players to play in the infield and four players to play in the outfield.
- One coach may be present on the field.
- No dropped 3<sup>rd</sup> strike.
- No infield fly rule.

#### **PITCHING**

- Balls and strikes will be called starting with a 1-1 count. There are no walks.
- If the batter gets to ball 4, The manager or coach will pitch to his or her own team starting with a 1-1 count, up to 3 pitches (excluding foul balls). Again, no walks are allowed
- If the batter fails to make contact with the ball, the batter will be called out.

#### **OFFENSE**

- A continuous batting order will be used. It cannot be changed or varied, barring injury. If there is an injury, the next player in the order will bat.

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- Players will be allowed to bat until five runs or three outs have been achieved, whichever occurs first.
- Batters will receive three “swings and misses” before being called out on strikes. The first two strikes will be a “swing and a miss,” or a “swing and a foul.” The 3rd strike will occur either when the batter fails to make contact with the ball, or when no contact is made on the 7<sup>th</sup> pitch.
- No running on overthrows. Once a batted ball reaches the outfielder, the batter/runner(s) may advance up to two bases.
- No base stealing or lead-offs allowed.
- The mercy rule does not apply at this level.

### OTHER INFORMATION

- No team will be allowed to dispute any decision made by an umpire.
- If a game ends in a tie after five innings, it may go into extra innings; considering weather, daylight, and time restraints.
- The umpire will decide the number of timeouts. (Excessive timeouts called by a manager will warrant a warning from the umpire).
- If a player is present at a game but cannot play because of sickness, injury, or disciplinary reasons, the umpire for that game and the opposing team manager must be informed of this action.
- For safety reasons, no warm-up swings are permitted during the game.
- Masks must be worn by the players at the positions of first base, third base and pitcher.
- Metal spikes are not allowed.

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### VIII. GIRLS' MUSTANG DIVISION RULES

#### GENERAL

- Playing field will be set up as follows: 60' between each base and a distance of 35' from the front of the pitchers plate to the back tip of home plate. Field preparations will be the responsibility of the home team.
- Games will consist of six innings. An official game will consist of four full innings (three and a half innings if the home team is ahead).
- The game is over after 1:45 (one hour and forty-five minutes) from the official scheduled starting time of the game regardless of the situation and reverts back to the previous full inning.
- A game may be played with a minimum of eight players if agreed upon by both managers.

#### CODE OF CONDUCT

- Each team manager is solely responsible for the actions of his/her players, coaches, and/or spectators.
- Ejection of a manager, coach or team parent will result in an immediate suspension of that manager, coach or team parent for the remainder of the current game AND the next game.

#### DEFENSE

- Infield fly-rule does not apply at this level.
- No dropped 3<sup>rd</sup> strike rule at this level.
- A player who has been removed from the game may re-enter the game in any position on the field. If the pitcher is removed during the course of the game, she may not return to pitch that game.
- Outfielders must play on the grass.
- Players must rotate positions and must play two innings in the infield. No player will be omitted for more than two innings in any single game.
- No player will be omitted from the starting defensive lineup in two consecutive games attended.
- First Base and Third Base players are required to wear a defensive mask. The LBSC will provide Rip-It brand masks to each team.

#### PITCHING

- A pitcher can only pitch a maximum of three innings in a game. One pitch into an inning is defined as an inning pitched.
- Pitchers **ARE REQUIRED** to wear a defensive facemask. The LBSC will provide Rip-It brand masks to each team.

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### OFFENSE

- No lead-offs.
- Bunting is allowed. No fake bunts are allowed. A fake bunt is defined as setting up to bunt, then pulling back and taking a full swing in an attempt to hit the ball past the drawn in fielders.
- There will be a one-base advancement allowed on overthrows.
- A continuous batting order will be used. It cannot be changed or varied, barring injury. If there is an injury, the next player in the order will bat.
- There will be a maximum of five runs scored for the first four innings. This rule will be waived for the 5<sup>th</sup> and 6<sup>th</sup> inning with the game ending at 1:45 (one hour and forty-five minutes) as explained above.
- Speed up rules for the catcher after two outs.

### BASERUNNING

- Stealing will be allowed when the ball crosses the plate. There will be a maximum of three steals per inning. This does not include “live ball” overthrows. “Live ball” is defined as any ball in play not in possession of the pitcher in the circle.
- If the pitcher is not in the circle, but in possession of the ball, the play is still live. On a “non-hit” ball, runners may advance to 2<sup>nd</sup> or 3<sup>rd</sup> base, which is counted as a delayed steal. A runner at 3<sup>rd</sup> cannot go home unless the ball is contacted or a play is made on her.
- When the pitcher has possession of the ball and in the circle, the play is dead.
- There is no stealing of home, regardless of how the play is to be scored. A **steal** is defined as any advancement by a runner on a pitched ball, regardless of whether it is considered a wild pitch or a passed ball. Please refer to Girls’ Pony Rules 9, Section 8, Subsection t, i.e., “The Look-Back Rule”.

### OTHER INFORMATION

- The Division manager will be selected to coach the All-Star team by the Division Coordinator and the Girls Vice-President subject to LBSC Board approval.
- Travelling All-Star try-outs will occur for the division. The division coordinator or their designee will conduct the try-outs.
- A manager or coach may go to the mound to visit the pitcher.
- If a player is present at a game but cannot play because of sickness, injury, or disciplinary reasons, the umpire for that game and the opposing team manager must be informed of this action.
- For safety reasons, no warm-up swings are permitted during the game.

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- Metal spikes are not allowed.

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### IX. GIRLS' BRONCO DIVISION RULES

#### GAMES

- Each game will consist of six innings. An official game will consist of four full innings (three and a half innings if the home team is ahead).
- A game may be played with a minimum of eight players.
- The ten-run mercy rule does apply after four innings.
- Each team will compare scores after each half inning.
- The game is over after 1:45 (one hour and forty-five minutes) from the official scheduled starting time of the game; except if a player is in the middle of an at-bat, that player will finish their turn and the game will end. If that player was not able to drive in the winning run, it will revert back to the previous full inning. In the event of a tie after six innings, and there is time remaining, the game will go into extra innings and play until a team wins or 1:45-time-limit has expired.

#### FIELDS

- Playing field will be set up as follows: 60' between each base and a distance of 40' from the front of the pitchers plate to the back tip of home plate. Field preparations will be the responsibility of the home team. Field cleanup and dragging the field will be the responsibility of the visiting team.

#### CODE OF CONDUCT

- Each team manager is solely responsible for the actions of his/her players, coaches, and/or spectators.
- Ejection of a manager, coach or team parent will result in an immediate suspension of that manager, coach or team parent for the remainder of the current game AND the next game, regardless of regular season or playoff game.

#### DEFENSE

- The infield fly rule does apply.
- The dropped third strike does not apply.
- All pitchers, first and third base players must wear a defensive face mask. The LBSC will provide three Rip-It brand masks to each team.
- A player who has been removed from the game may re-enter the game in any position on the field. If the pitcher is removed during the course of the game, she may return to pitch that game, but cannot exceed the maximum innings allowed.
- Each team can play a maximum of nine players in the field. If both teams have at least 13 players in attendance, they may play ten players by using the option to play four outfielders in an effort to get more playing time in per player. This must be agreed upon by both managers.

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### PITCHING

- All pitchers, first and third base positions **ARE REQUIRED** to wear a defensive facemask. Three Rip-It brand masks will be provided by LBSC
- Players can pitch no more than ten innings in a week. One full day of rest is required if a pitcher throws one pitch into the 4<sup>th</sup> inning. A pitcher cannot pitch more than four innings in one game.
- A pitching week will begin on Sunday and end on Saturday.

### OFFENSE

- A continuous batting order will be used. It cannot be changed or varied, barring injury. If there is an injury, the next player in the order will bat.
- There will be a maximum of six runs scored for the first four innings. This rule will be waived for the 5<sup>th</sup> and 6<sup>th</sup> inning with the game ending at 1:45 (one hour and forty-five minutes) as explained above.
- Bunting will be allowed. No fake bunts are allowed. A fake bunt is defined as setting up to bunt, then pulling back and taking a full swing in an attempt to hit the ball past the drawn in fielders.

### BASERUNNING

- Stealing is allowed after the ball is released from the pitcher's hand.
- No stealing is allowed after a team is leading by ten or more runs.
- No leadoffs are allowed.

### SPEED UP RULES

- After two outs, the batter that made the last out will run for the catcher to allow the catcher to put on equipment for the next inning.
- Infield warm-up may only take place during the first inning. The pitcher will be the only player allowed to warm-up between half innings.

### ALL STAR TOURNAMENT (Non In-House Tournament)

- The Division manager will be selected to coach the All-Star team by the Division Coordinator and the Girls Vice-President subject to LBSC Board approval.
- Travelling All-Star try-outs will occur for the division. The division coordinator or their designee will conduct the try-outs.
- Potential players must be available to play the games in the all-star tournament and be available for a majority of the practices before the tournament.

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### OTHER INFORMATION

- If a player is present at a game but cannot play because of sickness, injury or disciplinary reasons, the umpire for that game and the opposing team manager must be informed of this action.
- Metal spikes are not allowed.
- For safety reasons, no warm-up swings are permitted during the game.
- If a game is cancelled due to weather, it is the responsibility of the home team manager to contact the LBSC website and reschedule the game copying the Girls Vice-President and BRONCO Coordinator on all correspondences. This should be done within two weeks of the original game to avoid a backlog of make-up games. Any games not played by the last regular scheduled game of the season will count as a forfeit for both teams for the purpose of standings and playoff positioning.
- It is the responsibility of both managers to make every attempt to play these games as close to the regularly scheduled game date. Any manager who does not make a substantial effort to accommodate this rule will risk a forfeit of the game.
- Games cannot be cancelled without the approval of the Division Coordinator. It is the manager's responsibility to contact the Division Coordinator. Games must be cancelled with a minimum of 48 hours notice. Valid reasons for canceling a game are conflicts with school or church functions. Other reasons are the sole judgment of the Division Coordinator. If any team cannot field the minimum number of players, they may use a temporary player from either the BRONCO or MUSTANG divisions as stated below.
- A team may call upon temporary players from either the BRONCO or MUSTANG divisions to use as a replacement if necessary. This player must be between 10 to 12 years of age. The replacement player will bat last and play only an outfield position during the game.
- Any games that cannot reasonably be played by the end of the regular season (beginning of the playoffs) will be counted as a loss for both teams for the purpose of standings and playoff position.
- Home team managers are responsible for reporting scores. Please report scores and innings pitched to the Division Coordinator within 48 hours.
- If a number of games do not get played due to the valid reasons above or due to extreme weather conditions, season standings and final seeding for playoffs will be based on winning percentage. If all games are played, the seeding will be based on the win-loss records of each team. If a small number of games are not played and it does not affect the overall league standings then the seeding will still be based on win-loss records.
- In the case of a tie, the following tie-breaker system will be in place:
  - Head-to-Head record
  - Fewest number of runs allowed



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### X. GIRLS' COLT DIVISION RULES

#### GAMES

- Each game will consist of seven innings. An official game will consist of five full innings (four and a half innings if the home team is ahead).
- A game may be played with a minimum of eight players.
- The ten-run mercy rule will apply after five innings.
- Each team will compare scores after each half inning.
- The game is over after two hours of play; except if a player is in the middle of an at-bat, that player will finish their turn and the game will end. If that player was not able to drive in the winning run, it will revert back to the previous full inning. In the event of a tie after seven innings, and there is time remaining, the game will go into extra innings and play until a team wins or the two-hour-time-limit has expired.

#### FIELDS

- Bases will be 60 feet.
- The pitching distance will be 43 feet as measured from the front of the pitchers plate to the back tip of home plate.
- Field preparations will be the responsibility of the home team. Field cleanup and dragging the field will be the responsibility of the visiting team.

#### CODE OF CONDUCT

- Each team manager is solely responsible for the actions of his/her players, coaches, and/or spectators.
- Ejection of a manager, coach or team parent will result in an immediate suspension of that manager, coach or team parent for the remainder of the current game AND the next game, regardless of regular season or playoff game.

#### DEFENSE

- The infield fly rule does apply.
- All infield positions, including the pitcher, **ARE REQUIRED** to wear a defensive face shield. The LBSC will provide five Rip-It brand facemasks to each team.
- The dropped third strike rule does apply.
- A player who has been removed from the game may re-enter the game in any position on the field. A player may return as a pitcher even if that player has already pitched in that game as long as that player has not exceeded the weekly inning limit. If a pitcher has been pulled during an inning, that player cannot return to pitch during that same inning.

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- Each team can play a maximum of nine players in the field. A tenth player may be used if both managers agree. The tenth player will be used as a fourth outfielder.

### **PITCHING**

- Players will only pitch a maximum of ten innings a week. One full day of rest is required if the pitcher throws one pitch into the 4<sup>th</sup> inning.
- A pitching week will begin on Sunday and end on Saturday.
- The manager or coach may go to the mound to visit the pitcher.

### **BASE RUNNING**

- Stealing is allowed when the pitcher releases the ball towards home plate.
- No leadoffs are allowed.

### **OFFENSE**

- A continuous batting order will be used. It cannot be changed or varied, barring injury. If there is an injury, the next player in the order will bat.
- There will be a maximum of six runs scored for the first five innings. This rule will be waived for the 6<sup>th</sup> and 7<sup>th</sup> inning with the game ending at 2:00 (two hours) as explained above.
- Speed up rules will apply for the catcher after two outs. The batter that has made the last out will run for the catcher to allow the catcher to put on equipment for the next inning.
- Bunting will be allowed. No fake bunts are allowed. A fake bunt is defined as setting up to bunt, then pulling back and taking a full swing in an attempt to hit the ball past the drawn in fielders.

### **ALL-STARS (Non In-House Tournament)**

- A Division manager will be selected to coach the All-Star team by the Division Coordinator and the Girls Vice President subject to LBSC Board approval.
- Travelling All-Star try-outs will occur for the division. The division coordinator or their designee will conduct the try-outs.
- Potential players must be available to play the games in the all-star tournament and be available for a majority of the practices before the tournament.

### **OTHER INFORMATION**

- If a player is present at a game but cannot play because of sickness, injury or disciplinary reasons, the umpire for that game and the opposing team manager must be informed of this action.
- Metal spikes are allowed.

# **2015 LOCAL RULES**

## **LEMONT BASEBALL & SOFTBALL CLUB**

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- For safety, no warm-up swings are permitted during the game.
- Games cannot be cancelled without the approval of the Division Coordinator. It is the manager's responsibility to contact the Division Coordinator. Games must be cancelled with a minimum of 48 hours notice. Valid reasons for canceling a game are conflicts with school or church functions. Other reasons are at the sole judgment of the Division Coordinator. If any team cannot field the minimum number of players, they may use a temporary player from either the Girls BRONCO or COLT Division as stated below. Failure to follow this rule will result in a forfeit by those teams. The Division Coordinator may reschedule games.
- Teams may utilize shared players from other COLT teams within the league or qualified BRONCO players. Shared players cannot pitch or catch (may play any other position) and must bat last.
- Any games that cannot reasonably be played by the end of the regular season (beginning of the playoffs) will be counted as a loss for both teams for the purpose of standings and playoff position.
- If a game is cancelled due to weather, it is the responsibility of the home team manager to contact the LBSC website and reschedule the game copying the Girls Vice-President and COLT Coordinator on all correspondences. This should be done within two weeks of the original game to avoid a backlog of make-up games. Any games not played by the last regular scheduled game of the season will count as a forfeit for both teams for the purpose of standings and playoff positioning.
- It is the responsibility of both managers to make every attempt to play these games as close to the regularly scheduled game date. Any manager who does not make a substantial effort to accommodate this rule will risk a forfeit of the game.
- Home team managers are responsible for reporting scores and innings pitched to the Division Coordinator within 48 hours.
- If a number of games do not get played due to the valid reasons above or due to extreme weather conditions, season standings and final seeding for playoffs will be based on winning percentage. If all games are played, the seeding will be based on the win-loss records of each team. If a small number of games are not played and it does not affect the overall League standings then the seeding will still be based on win-loss records.
- In the case of a tie the following tie breaker system will be in place:
  - Head-to-Head record
  - Fewest number of runs allowed
- There is no time limit on games during playoffs.

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## XI. SUMMARY OF SHETLAND, MAVERICK AND BOYS' LEAGUE RULES:

<b>RULE</b>	<b>SHETLAND / MAVERICK</b>	<b>PINTO</b>	<b>MUSTANG</b>	<b>BRONCO</b>	<b>PONY / COLT</b>
<b>Base Path Distance</b>	50 feet	60 feet	60 feet	70 feet	Pony – 80 feet Colt – 90 feet
<b>Pitching Distance</b>	38 feet (Maverick Division)	40 feet	44 feet	48 feet	Pony – 54 feet Colt – 60 feet 6 inches
<b>Innings Played</b>	4	6	6	6	7
<b>Mercy-Rule</b>	No	No	No	10 after 4 <sup>th</sup> inning.	10 after 5 <sup>th</sup> inning.
<b>Infield Fly Rule</b>	No	No	Yes	Yes	Yes
<b>Pitching</b>	See Division Rules	See Division Rules	See Division Rules	See Division Rules	See Division Rules
<b>Max Number Of Runs/Inning</b>	N/A	5	5 except 5 <sup>th</sup> & 6 <sup>th</sup>	No	No
<b>Bunting</b>	No	No	Yes-No Fake Bunting	Yes-No Fake Bunting	Yes-No Fake Bunting
<b>Continuous Batting Order</b>	Yes, every player bats every inning	Yes	Yes	Yes	Pony–Yes /Colt - No
<b>Borrowed Player Rule (only if playing with less than 9 players) *</b>	N/A	Must use any LBSC Pinto player.	Must use any LBSC player from same or lower division.	Must use any LBSC player from same or lower division.	Must use any LBSC player from same or lower division
<b>Stealing</b>	No	No	Yes, when ball crosses the plate.	Yes	Yes

Lemont Baseball and Softball Club Rules

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<b>RULE</b>	<b>SHETLAND / MAVERICK</b>	<b>PINTO</b>	<b>MUSTANG</b>	<b>BRONCO</b>	<b>PONY / COLT</b>
<b>Metal Spikes Allowed</b>	No	No	No	No	Yes
<b>Pick-Offs / Lead-Offs / Drop Third Strike</b>	No	No	No	Yes	Yes
<b>Maximum Game Length/Last Inning Start Time **</b>	The game is 3 innings or 1 hour maximum. 15 min. infield/15 min. outfield practice before the game.	Each game will consist of 6 innings. An official game will consist of 3 full innings. Game time is 1 hour 45 minutes maximum.	Games times are capped at 1:45. PERIOD!!! Even if there is not a game following. If games are not completed by 1:45 time limit, final score reverts to previous full inning played.	Game times are capped at 1:45. PERIOD!!! Even if there is not a game following. If games are not completed by 1:45 time limit, final score reverts to previous full inning played.	Game times are capped at 2 hours and 15 minutes.  If games are not completed by 2:15 time limit, final score reverts to previous full inning played.
<b>Speed-Up Rule ***</b>	No	Yes	Yes – MANDATORY (see note Below)	Yes – MANDATORY (see note below)	Yes – MANDATORY (see note below)
<b>* Borrowed Player Rule:</b> Player(s) brought up must bat last in the order and play defense as follows: right field, left field, center field.					
<b>** Game / Game Clock Start Time:</b> Game clock starts when <b>scheduled</b> . If no umpire is present, game starts with managers/coaches serving as umpires.					

# 2015 LOCAL RULES

## LEMONT BASEBALL & SOFTBALL CLUB

RULE	SHETLAND / MAVERICK	PINTO	MUSTANG	BRONCO	PONY / COLT
<p><b>*** Speed-Up Rule:</b> If there are 2 outs and your catcher is on base, replace him with the player who made the final out</p> <ul style="list-style-type: none"> <li>Except for the 1<sup>st</sup> inning, instead of having warm-up/infield after every ½ inning of play, we suggest that the managers let the pitcher throw four to six warm-up pitches, and then let game play start. <b>No infield/outfield warm-up balls on field.</b> The only exception would be if you have a new pitcher who needs additional warm-up pitches. All players who warm-up pitchers must wear a facemask. Have your catcher ready for start of the inning.</li> </ul>					
<p><b>Other Information:</b> A player MUST avoid contact at second, third or home on a close play. In the judgment of the umpire, if a player maliciously forces contact on a play, he will be called out and may be ejected from the game. Any ejection of a player will be reviewed by the Lemont Baseball and Softball Club Board and further suspensions to the player can be issued.</p>					
<p>Per PONY Rule 8.C. - Wooden, metal, graphite or ceramic bats manufactured for baseball play, which are round and not more than two and five eighths in diameter at the thickest part, not more than 42 inches in length, are acceptable. Bats manufactured specifically for use in tee ball play, shall not be used when the ball is pitched by a player, coach or pitching machine. Coach-pitch bats will only be used using a safety ball. Only 2 ¼” barrel non wood bats which are manufactured to achieve a Bat Performance Factor (BPF) of 1.15 or less through the life of the bat are approved for play in LBSC Divisions. Effective January 1st, 2012 all newly manufactured non-wood bats must be stamped “approved for play in PONY Baseball” and stamped with BPF 1.15 and year manufactured. All (-) 3 bats must be BBCOR certified. All non-wood bats shall meet the Ball-Bat-Coefficient of Restitution (BBCOR) testing protocol maintaining length to weight difference of 0.50 limits regardless of length.</p>					

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## LEMONT BASEBALL & SOFTBALL CLUB

<b>Lemont Baseball &amp; Softball Field Base Path Length Summary</b>		
<b>Complex</b>	<b>Field</b>	<b>Accommodates the Following Base Lengths</b>
Lemont Park District	North	60', 65'
	South	60', 65'
	East	50', 60', 70'
	West	50', 60', 65'
	Santos	60', 65', 70'
	Miracle Field	50'
Northview	Northview	50', 60'
The Bowl	The Bowl	60', 70'
Bambrick	Bambrick A	80', 90'
	Bambrick B	60', 70', 80'
	Bambrick C	60', 70', 80'
	Bambrick D	60', 70', 80'
Lemont High School	Lower Baseball	90'
	Upper Combo (West)	80', 90'
	Upper Softball (East)	60'



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## LEMONT BASEBALL & SOFTBALL CLUB

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### **LBSC BOYS' DIVISION PITCHING RULES**

Division	Age	Innings/Day	Innings/Week	Days Rest Required
Pinto	7-8U	1	4	See below
Mustang	9-10U	2	8	See below
Bronco	11-12U	2	10	See below
Pony	13-14U	4	10	See below
Colt	15-16U	4	10	See below

#### **PITCHER REST REQUIREMENTS**

- One inning pitched - no calendar days rest required all divisions
- Two innings pitched - Mustang, Bronco and Pony division - no calendar days rest required
- Three innings pitched – Pony and Colt division – one calendar day rest required
- Four innings – Pony and Colt division – two calendar days rest required
- When a pitcher delivers one pitch to a batter, the pitcher will have pitched in one inning.
- A calendar week is defined as Sunday through Saturday.

#### **ADDITIONAL**

- If a relief pitcher enters the game, he will be allowed up to ten warm-up pitches.
- If a relief pitcher enters a game due to an injury of the previous pitcher on the mound, the umpire will allow the relief pitcher to throw as many pitches needed to properly warm-up.
- Once a pitcher is removed from the mound, he cannot re-enter the game as a pitcher.
- Balks will be called in Bronco division and up. Pitchers taking signs from the catcher must be on the mound in Bronco division and up or a balk can be called. One warning will be given in Bronco and Pony division.

#### **PINTO**

- This division is meant to be Instructional/Developmental
- Each batter will start with a 1-1 count. There will not be any walks.
- If a batter reaches ball four, the coach will pitch to their own team and start with a 1-1 count for a maximum of three pitches (excluding foul balls). Again, no walks are allowed
- If the batter fails to make contact with the ball, the batter will be called out.
- Pitchers will not pitch in more than one innings per game and four innings per week
  - NO player at this age should throw more than 40 pitches per game.
- A U8 (under eight years of age) player must pitch in one of the first three innings of the game. The U8

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## **LEMONT BASEBALL & SOFTBALL CLUB**

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pitcher must face a minimum of three batters before being removed from the mound.

- If an injury occurs, then the pitcher must immediately be replaced.
- If a pitcher hits two batters in one inning, he must be removed and replaced by another pitcher. He can be replaced by another player or the coach whose team is batting can finish pitching the inning. If both teams are out of pitchers, and if both managers agree, the remaining innings can be coach-pitch.

### **MUSTANG**

- Pitchers will not pitch in more than two innings per day and eight innings per week.
- If an injury occurs, then the pitcher must immediately be replaced. If the pitcher walks three consecutive batters, he must be removed and replaced by another pitcher. If a pitcher hits two batters in one inning, he must be removed and replaced by another pitcher.

### **BRONCO**

- Pitchers will not pitch in more than two innings per day and ten innings per week.
- A U12 (under 12 years of age) must pitch in one of the first three innings of the game. The U12 pitcher must face a minimum of 3 batters before being removed from the mound.
- If an injury occurs, then the pitcher must immediately be replaced. If the pitcher walks three consecutive batters, he must be removed and replaced by another pitcher. If a pitcher hits two batters in one inning, he must be removed and replaced by another pitcher.

### **PONY**

- Pitchers will not pitch in more than four innings per day and ten innings per week.
- If a pitcher pitches in two innings or less, no calendar day of rest is required.
- If a pitcher pitches in three innings, one calendar day of rest is required.
- If a pitcher pitches in four innings, two calendar days of rest is required.

### **COLT**

- Pitchers will not pitch in more than four innings per day and ten innings per week.
- If a pitcher pitches in two innings or less, no calendar day of rest is required.
- If a pitcher pitches in three innings, one calendar day of rest is required.
- If a pitcher pitches in four innings, two calendar days of rest are required.

### **CATCHING**

- If a player catches in three innings or less, they are eligible to pitch a maximum of one inning in the Pinto division and two innings in the Mustang and Bronco division.
- If a player catches four innings or less, they are eligible to pitch a maximum of two innings in the Pony and Colt divisions.

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### **XII. SHETLAND (TEE BALL) DIVISION RULES**

#### GENERAL

- Home team prepares field for play (tee and any needed field preparation).
- Playing field will be set up as follows: 50' between each base and the pitcher shall be set at a distance of 38' from the front of the pitcher's plate to the back tip of home plate.
- The game is four innings or one hour maximum.
- The home team will first use the outfield for practice for 15 minutes, and the visiting team will first use the infield for 15 minutes. The teams will switch practice spots, and the game will commence with the home team already in the infield positions.
- Score is not kept.
- Every player bats.
- Every player plays the field every inning, unless the team is comprised of more than 11 players. Players rotate sitting out one inning maximum per game.
- Everyone rotates playing position every inning.
- Only safety baseballs will be used.

#### DEFENSE

- The defensive alignment will contain the following positions:
  - Five infielders (the pitching position will play back near 2<sup>nd</sup> base)
  - All remaining players will be positioned in the outfield
  - NO catchers (a coach will be the designated catcher)
  - There will be defensive rotation at all positions. 1<sup>st</sup> base is at the discretion of the manager

#### PITCHING

- Prior to June 1st, all batters hit off the tee.
- Starting on June 1st, and if both manager's agree before the game begins, managers are allowed to pitch underhand to their team (up to three pitches per batter) – at which time a tee is brought back for the rest of that player's at-bat. At the coach's discretion, batter may hit off the tee.

#### OFFENSE

- Helmets are required for all batters/runners. Chinstraps are recommended but not required.
- Batting order is continuous and rotates game-to-game.

#### OTHER INFORMATION

- Offensive coaches are permitted at first and third base. Up to two defensive coaches are allowed on the field.
- If a player is present at a game but cannot play because of sickness, injury, or disciplinary reasons, the opposing team manager must be informed of this action.
- For safety, no warm-up swings are permitted during the game.

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- Metal spikes are not allowed.

### **XIII. MAVERICK (COACH PITCH) DIVISION RULES**

#### **GENERAL**

- Home team prepares field for play (bases & any needed field preparation).
- Playing field will be set up as follows: 50' between each base and the distance of 38' from the front of the pitcher's plate to the back tip of home plate.
- The game is three innings or one hour maximum. Score is not kept.
- The home team will use the outfield first for practice for 15 minutes, and the visiting team will use the infield for 15 minutes. The teams will switch practice spots, and the game will commence with the home team already in the infield positions.
- Every player plays the field every inning, unless the team is comprised of more than 11 players. Players rotate sitting out one inning maximum per game.
- Everyone rotates playing position every inning.

#### **DEFENSE**

- The defensive alignment will contain the following positions:
  - Five infielders (the pitching position will play back near 2<sup>nd</sup> base)
  - All remaining players will be positioned in the outfield
  - NO catchers (a coach will be the designated catcher)
  - There will be defensive rotation at all positions. 1<sup>st</sup> base is at the discretion of the manager

#### **PITCHING**

- Each batter will receive a maximum of five pitches. If the batter fails to hit the ball after five pitches, the Manager will have the option to have the player hit off of a tee.
- Safety balls will be used.

#### **OFFENSE**

- Helmets are required for all batters/runners. Chinstraps are recommended but not required.
- Batting order is continuous and rotates game-to-game. Every player bats.

#### **OTHER INFORMATION**

- Coaches are permitted at first and third base. Up to two defensive coaches are allowed on the field.
- If a player is present at a game but cannot play because of sickness, injury, or disciplinary reasons, the opposing team manager must be informed of this action.
- For safety, no warm-up swings are permitted during the game.
- Metal spikes are not allowed.

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### **XIV. BOYS' PINTO DIVISION RULES**

#### **GENERAL**

- Playing field will be set up as follows: 60' between each base and a distance of 38' from the front of the pitchers plate to the back tip of home plate
- Base lines, out-of-bounds lines, batter's box and bases will be prepared before all games by the home team.
- Each game will consist of six innings. An official game will consist of four full innings. The game is over at 1:45 (one hour and forty-five minutes) from the official scheduled starting time of the game regardless of the situation and reverts back to the previous full inning.
- There are no forfeits. All games must be played.
- Each team manager will be solely responsible for the actions of his players and/or spectators as well as coaches. Maintain decorum at all times.

#### **DEFENSE**

- Free substitution is allowed at all defensive positions.
- Players must rotate positions and must play two innings in the infield.
- All players must not sit-out more than two innings and cannot sit-out defensively in consecutive innings.
- No player will be omitted from the starting defensive lineup in two consecutive games attended.
- It is optional for four players in the infield and four in the outfield. A coach can be present in the field.
- No dropped third strike.
- No infield fly rule.

#### **PITCHING**

**See the pitching rules on pages 23 and 24**

#### **OFFENSE**

- A continuous batting order will be used. Once established it cannot be changed or varied, barring injury, in which case the next player in order will bat.
- Helmets are required for all batters/runners. Chinstraps are recommended but not required.
- Players will be allowed to bat until five runs or three outs have been achieved, whichever occurs first.
- Batters will receive three swings and misses before being called out on strikes. Each of the first two strikes will be a swing and miss, or a swing and a foul. The third strike will be a swing and miss.
- No walks will be issued during any game. In the event a batter reaches ball four, the coach from the hitting team will come onto the field of play and pitch to the batter. There will be a three pitch maximum for the batter to put the ball into play. If the player does not accomplish that, the batter is out. NOTE: if the third pitch is hit into foul ground and not caught on the fly, the player is given another pitch. Same policy applies if the player continues to foul off pitches.

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- If a batter is hit by a pitch thrown by an opposing pitcher, the batter will be awarded first base. This is the only way a player can get on base without hitting the ball.
- No running on overthrows. Once a batted ball reaches the infield the batter/runner(s) may advance only to the next base.
- No base stealing or lead-offs allowed.
- No bunting.
- The mercy rule does not apply at this level.
- On Deck circles will be allowed. On deck batter must be positioned BEHIND the batter at home plate. No warm up swings by any player during or between innings is allowed for safety reasons.
- **See page 21 for bat rules.**

### OTHER INFORMATION

- No team will be allowed to dispute any decision made by an umpire that is a judgment call.
- If a game ends in a tie after six innings have been played, and both managers agree, it may go into extra innings; considering weather, daylight, and time restraints.
- The umpire will decide the number of timeouts. (Excessive timeouts called by a manager will warrant a warning from the umpire).
- If a player is present at a game but cannot play because of sickness, injury, or disciplinary reasons, the umpire for that game and the opposing team manager must be informed of this action.
- For safety, no warm-up swings are permitted during the game.
- Metal spikes are not allowed.

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### **XV. BOYS' MUSTANG DIVISION RULES**

#### **GENERAL**

- Playing field will be set up as follows: 60' between each base and a distance of 44' from the front of the pitchers plate to the back tip of home plate. Field preparations will be the responsibility of the home team.
- Games will consist of six innings. An official game will consist of four full innings (three and a half innings if the home team is ahead).
- The game is over after 1:45 (one hour and forty-five minutes) from the official scheduled starting time of the game regardless of the situation and score reverts back to the previous full inning.
- A game may be played with a minimum of eight players if agreed by both managers.

#### **CODE OF CONDUCT**

- Each team manager is solely responsible for the actions of his/her players, coaches, and/or spectators.
- Ejection of a manager, coach or team parent will result in an immediate suspension of that manager, coach or team parent for the remainder of the current game AND the next game, regardless of regular season or playoff game.

#### **DEFENSE**

- Infield fly-rule DOES apply at this level.
- No dropped 3<sup>rd</sup> strike rule at this level.
- A player who has been removed from the game may reenter the game in any position on the field except the pitcher; once removed from the mound, he will not return as a pitcher.
- Players must rotate positions and must play two innings in the infield. No player will be omitted for more than two innings in any single game.
- No player will be omitted from the starting defensive lineup in two consecutive games attended.

#### **PITCHING**

- See the pitching rules on pages 23 and 24.

#### **OFFENSE**

- No lead-offs.
- Bunting is allowed. No fake bunts are allowed. A fake bunt is defined as setting up to bunt, then pulling back and taking a full swing in an attempt to hit the ball past the drawn in fielders.
- A continuous batting order will be used. Once established it cannot be changed or varied barring injury, in which case the next player listed in order will bat.
- Helmets are required for all batters/runners. Chinstraps are recommended but not required.

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- The maximum number of runs per inning will be five for the first four innings. This rule will be waived for the 5<sup>th</sup> and 6<sup>th</sup> inning with the game ending at 1:45 (one hour and forty-five minutes) as explained above.
- Speed up rules for the catcher after two outs.
- On Deck circles will be allowed. On deck batter must be positioned BEHIND the batter at home plate. No warm up swings by any player during or between innings is allowed for safety reasons.
- **See page 21 for bat rules.**

### STEALING

- Stealing is unlimited, but cannot steal home.
- No leadoffs are allowed. Runner must wait until the ball crosses the plate before leaving the base.
- If the pitcher receives the ball and is near the rubber, the play is declared 'dead'.
- Players can advance home on an overthrow. Overthrows are defined as:
  - Any throw from the catcher to any base, in which the ball eludes the fielder and goes to the outfield.
  - Any throw from the catcher to the pitcher, in which the ball eludes the pitcher and gets past the pitching rubber.

### OTHER INFORMATION (Non In-House Tournament)

- The Division manager will be selected to coach the All-Star team by the Division Coordinator and the Boys' Vice-President subject to LBSC Board approval.
- All-Star try-outs will occur for the division. The division coordinator or their designee will conduct the try-outs.
- Manager or coach may go to the mound to visit the pitcher.
- If a player is present at a game but cannot play because of sickness, injury, or disciplinary reasons, the umpire for that game and the opposing team manager must be informed of this action.
- For safety, no warm-up swings are permitted during the game.
- Metal spikes are not allowed.



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### **XVI. BOYS' BRONCO DIVISION RULES**

#### GAMES

- Each game will consist of six innings. An official game will consist of four full innings (three and a half innings if the home team is ahead).
- A game may be played with a minimum of eight players.
- The ten-run mercy rule will apply after four innings.
- Each team will compare scores after each half inning.
- The game is over after 1:45 (one hour and forty-five minutes) from the official scheduled starting time of the game regardless of the situation and reverts back to the previous full inning.

#### FIELDS

- Playing field will be set up as follows: 70' between each base and a distance of 48' from the front of the pitchers plate to the back tip of home plate. Field preparations will be the responsibility of the home team. Field cleanup and dragging the field, where appropriate, will be the responsibility of the visiting team.

#### CODE OF CONDUCT

- Each team manager is solely responsible for the actions of his/her players, coaches, and/or spectators.
- Ejection of a manager, coach or team parent will result in an immediate suspension of that manager, coach or team parent for the remainder of the current game AND the next game, regardless of regular season or playoff game.

#### DEFENSE

- The infield fly rule does apply.
- The dropped third strike does apply.
- A player who has been removed from the game may re-enter the game in any position on the field. A player may not re-enter as a pitcher if that player has already pitched in that game.

#### PITCHING

- **See the pitching rules on pages 23 and 24.**

#### OFFENSE

- A continuous batting order will be used. Once established it cannot be changed or varied barring injury, in which case the next player listed in order will bat.
- Helmets are required for all batters/runners. Chin straps are recommended but not required
- Bunting will be allowed. No fake bunts are allowed. A fake bunt is defined as setting up to bunt, then pulling back and taking a full swing in an attempt to hit the ball past the drawn in fielders.
- **See page 21 for bat rules.**

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### **BASERUNNING**

- Stealing is allowed.
- No stealing is allowed after a team is leading by 10 runs or more.
- Leadoffs are allowed.

### **ALL STAR TOURNAMENT (Non In-House Tournament)**

- The Division manager will be selected to coach the All-Star team by the Division Coordinator and the Boys Vice President subject to LBSC Board approval.
- All-Star try-outs will occur for the division. The division coordinator or their designee will conduct the try-outs.
- All-star selection will be determined by tryout.
- Potential players must be available to play the games in the all-star tournament and be available for a majority of the practices before the tournament.

### **OTHER INFORMATION**

- If a player is present at a game but cannot play because of sickness, injury or disciplinary reasons, the umpire for that game and the opposing team manager must be informed of this action.
- Metal spikes are not allowed.
- For safety, no warm-up swings are permitted during the game.
- If a game is cancelled due to weather, it is the responsibility of the Home Team Manager to contact the LBSC website and reschedule the game copying the Boys Vice-President and BRONCO Coordinator on all correspondences. This should be done within two weeks of the original game to avoid a backlog of make-up games. Any games not played by the last regular scheduled game of the season will count as a loss for both teams for the purpose of standings and playoff positioning.
- It is the responsibility of both managers to make every attempt to play these games as close to the regularly scheduled game date. Any manager who does not make a substantial effort to accommodate this rule will risk a loss of the game.
- Games cannot be cancelled without the approval of the Division Coordinator. It is the manager's responsibility to contact the Division Coordinator. Games must be cancelled with a minimum of 48 hours notice. Valid reasons for canceling a game are conflicts with school or church functions. Other reasons are the sole judgment of the Division Coordinator.
- Any games that cannot reasonably be played by the end of the regular season (beginning of the playoffs) will be counted as a loss for both teams for the purpose of standings and playoff position.
- Winning team managers are responsible for reporting scores to the LBSC website within 48 hours. Each manager is responsible for reporting the innings pitched per pitcher to the Division Coordinator within 48 hours.

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- If a number of games do not get played due to the valid reasons above or due to extreme weather conditions, season standings and final seeding for playoffs will be based on winning percentage. If all games are played, the seeding will be based on the win-loss records of each team. If a small number of games are not played and it does not affect the overall league standings then the seeding will still be based on win-loss records.
- In the case of a tie, the following tie-breaker system will be in place:
  - Head-to-Head record
  - Fewest number of runs allowed

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## **XVII. BOYS' PONY DIVISION RULES**

### GAMES

- Each game will consist of seven innings. An official game will consist of five full innings (four and a half innings if the home team is ahead).
- A game may be played with a minimum of eight players.
- The ten-run mercy rule will apply after five innings.
- Each team will compare scores after each half inning.
- The game is over after 2:15 (two hours and fifteen minutes) of play regardless of the situation and reverts back to the previous full inning.

### FIELDS

- Bases will be 80 feet.
- The pitching distance will be 54 feet as measured from the front of the pitchers plate to the back tip of home plate.
- Field preparations will be the responsibility of the home team. Removing bases and pitching plate is the responsibility of the visiting team, provided there are no further games to be played.

### CODE OF CONDUCT

- Each team manager is solely responsible for the actions of his/her players, coaches, and/or spectators.
- Ejection of a manager, coach or team parent will result in an immediate suspension of that manager, coach or team parent for the remainder of the current game AND the next game, regardless of regular season or playoff game.

### DEFENSE

- The infield fly rule does apply.
- The dropped third strike rule does apply.
- A player who has been removed from the game may re-enter the game in any position on the field EXCEPT THE PITCHER.
- Each team can play a maximum of nine players in the field.

### BASE RUNNING

- Stealing is allowed.
- Leadoffs are allowed.

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### PITCHING

- See the pitching rules on pages 23 and 24.

### OFFENSE

- A continuous batting order will be used. Once established, it may not be changed or varied barring injury, in which case the next player listed in order will bat.
- If the last inning is not completed it will revert back to the last full inning completed to determine the official score.
- Speed up rules will apply for the catcher after two outs. The batter that has made the last out will run for the catcher to allow the catcher to put on equipment for the next inning.
- Helmets are required for all batters/runners. Chin straps are recommended but not required
- Bunting will be allowed. No fake bunts are allowed.
- See page 21 for bat rules.

### ALL-STARS (Non In-House Tournament)

- The Division manager will be selected to coach the All-Star team by the Division Coordinator and the Boys Vice President subject to LBSC Board approval.
- All-Star try-outs will occur for the division. The division coordinator or their designee will conduct the try-outs.
- All-star selection will be determined by tryout.
- Potential players must be available to play the games in the all-star tournament and be available for a majority of the practices before the tournament.

### OTHER INFORMATION

- If a player is present at a game but cannot play because of sickness, injury or disciplinary reasons, the umpire for that game and the opposing team manager must be informed of this action.
- Metal spikes are allowed.
- For safety, no warm-up swings are permitted during the game.
- Games cannot be cancelled without the approval of the Division Coordinator. It is the manager's responsibility to contact the Division Coordinator. Games must be cancelled with a minimum of 48 hours notice. Valid reasons for canceling a game are conflicts with school or church functions. Other reasons are at the sole judgment of the Division Coordinator. If any team cannot field the minimum number of players, they may use a temporary player from the either the BRONCO or Pony Division as stated below. Failure to follow this rule will result in a forfeit by those teams. The Division Coordinator may reschedule games.
- Teams may utilize shared players from qualified BRONCO players. Shared players cannot pitch or catch (may play any other position) and must bat last.
- Any games that cannot reasonably be played by the end of the regular season (beginning of the playoffs) will be counted as a loss for both teams for the purpose of standings and playoff position.

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- If a game is cancelled due to weather, it is the responsibility of the Home Team Manager to contact the LBSC website and reschedule the game, copying the Boys' Vice-President and Pony Division Coordinator on all correspondences. This should be done within two weeks of the original game to avoid a backlog of make-up games. Any games not played by the last regular scheduled game of the season will count as a forfeit for both teams for the purpose of standings and playoff positioning.
- It is the responsibility of both managers to make every attempt to play these games as close to the regularly scheduled game date. Any manager who does not make a substantial effort to accommodate this rule will risk a forfeit of the game.
- Winning team managers are responsible for reporting scores to the LBSC website within 48 hours. Each manager is responsible for reporting the innings pitched per pitcher to the Division Coordinator within 48 hours.
- If a number of games do not get played due to the valid reasons above or due to extreme weather conditions, season standings and final seeding for playoffs will be based on winning percentage. If all games are played, the seeding will be based on the win-loss records of each team. If a small number of games are not played and it does not affect the overall League standings then the seeding will still be based on win-loss records.
- In the case of a tie, the following tie-breaker system will be in place:
  - Head-to-Head record
  - If still tied, then a coin flip will decide
- There is no time limit on games during playoffs.

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### **XVIII. BOYS' COLT DIVISION RULES**

#### **GAMES**

- Each game will consist of seven innings. An official game will consist of five full innings (four and a half innings if the home team is ahead).
- A game may be played with a minimum of eight players.
- The ten-run mercy rule will apply after five innings.
- Each team will compare scores after each half inning.
- The game is over after 2:15 (two hours and fifteen minutes) of play regardless of the situation and reverts back to the previous full inning.
- Refer to Southwest Colts League rules and PONY Baseball 2012 Rules and Regulations.

#### **FIELDS**

- Bases will be 90 feet.
- The pitching distance will be 60 feet 6 inches.
- Field preparations will be the responsibility of the home team. Removing bases and pitching plate is the responsibility of the home team provided there are no further games to be played.

#### **CODE OF CONDUCT**

- Each team manager is solely responsible for the actions of his/her players, coaches, and/or spectators.
- Ejection of a manager, coach or team parent will result in an immediate suspension of that manager, coach or team parent for the remainder of the current game AND the next game, regardless of regular season or playoff game.

#### **DEFENSE**

- The infield fly rule does apply.
- The dropped third strike rule does apply.
- A player who has been removed from the game may re-enter the game in any position on the field. A player may return as a pitcher even if that player has already pitched in that game as long as that player has not exceeded the weekly inning limit.

#### **PITCHING**

- See the pitching rules on pages 23 and 24.

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### BASE RUNNING

- Stealing is allowed.
- Leadoffs are allowed.

### OFFENSE

- A continuous batting order will NOT be used.
- Helmets are required for all batters/runners. Chin straps are recommended but not required
- Bunting will be allowed. Fake bunting is not allowed.
- **See page 21 for bat rules.**

### ALL-STARS (Non In-House Tournament)

- The Division manager will be selected to coach the All-Star team by the Division Coordinator and the Boys Vice President subject to LBSC Board approval.
- All-star try-outs will occur for the division. The division coordinator or their designee will conduct the try-outs.
- All-star selection will be determined by tryout.
- Potential players must be available to play the games in the all-star tournament and be available for a majority of the practices before the tournament.

### OTHER INFORMATION

- If a player is present at a game but cannot play because of sickness, injury or disciplinary reasons, the umpire for that game and the opposing team manager must be informed of this action.
- Metal spikes are allowed.
- For safety, no warm-up swings are permitted during the game.
- Games cannot be cancelled without the approval of the Division Coordinator. It is the manager's responsibility to contact the Division Coordinator. Games must be cancelled with a minimum of 48 hours notice. Valid reasons for canceling a game are conflicts with school or church functions. Other reasons are at the sole judgment of the Division Coordinator.
- Any games that cannot reasonably be played by the end of the regular season (beginning of the playoffs) will be counted as a loss for both teams for the purpose of standings and playoff position.
- If a game is cancelled due to weather, it is the responsibility of the Home Team Manager to contact the LBSC website and reschedule the game copying the Boys Vice-President and COLT Coordinator on all correspondences. This should be done within two weeks of the original game to avoid a backlog of make-up games. Any games not played by the last regular scheduled game of the season will count as a forfeit for both teams for the purpose of standings and playoff positioning.



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- It is the responsibility of both managers to make every attempt to play these games as close to the regularly scheduled game date. Any manager who does not make a substantial effort to accommodate this rule will risk a forfeit of the game.
- Winning team managers are responsible for reporting scores to the LBSC website within 48 hours. Each manager is responsible for reporting the innings pitched per pitcher to the Division Coordinator within 48 hours.
- If a number of games do not get played due to the valid reasons above or due to extreme weather conditions, season standings and final seeding for playoffs will be based on winning percentage. If all games are played, the seeding will be based on the win-loss records of each team. If a small number of games are not played and it does not affect the overall League standings then the seeding will still be based on win-loss records.
- In the case of a tie, the following tie-breaker system will be in place:
  - Head-to-Head record
  - Fewest number of runs allowed
- There is no time limit on games during playoffs.

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### **XIX. LBSC POST-SEASON PLAY**

1. There will be no slaughter rule during the playoffs.
2. The LBSC Board will determine the all-star managers for all divisions.
3. Each League Vice-President will make a recommendation to the Board for approval.

### **XX. LBSC LOCAL GROUND RULES**

A. Fair Territory to be defined per the Official PONY Leagues Rules Books. Foul Territory is that part of the playing field outside the first and third base lines extending from the inner fence in front of each dugout and parallel to the foul lines, dugout or touched by anyone other than a defensive player, is considered out-of-play and becomes dead. If a play is in progress when a ball goes out-of-play, the ball is dead and the player is entitled to advance one base. All other players on base at that time would advance in accordance with the player in question.

B. Ground Rule Double:

1. While in fair territory, a batted ball bounces over, under, around or through the outfield fence.
2. When a batted ball becomes stuck under or in the outfield fence.
3. When a batted ball goes beyond first or third base in fair territory and then bounces out- of-play.
3. A defensive player, while in the progress of fielding a batted ball in fair territory, unintentionally kicks the ball or has the ball bounce off his body and goes out-of-play. This would be an umpire's judgment call.
4. On a ground rule double, the ball becomes dead and all runners will advance two bases.

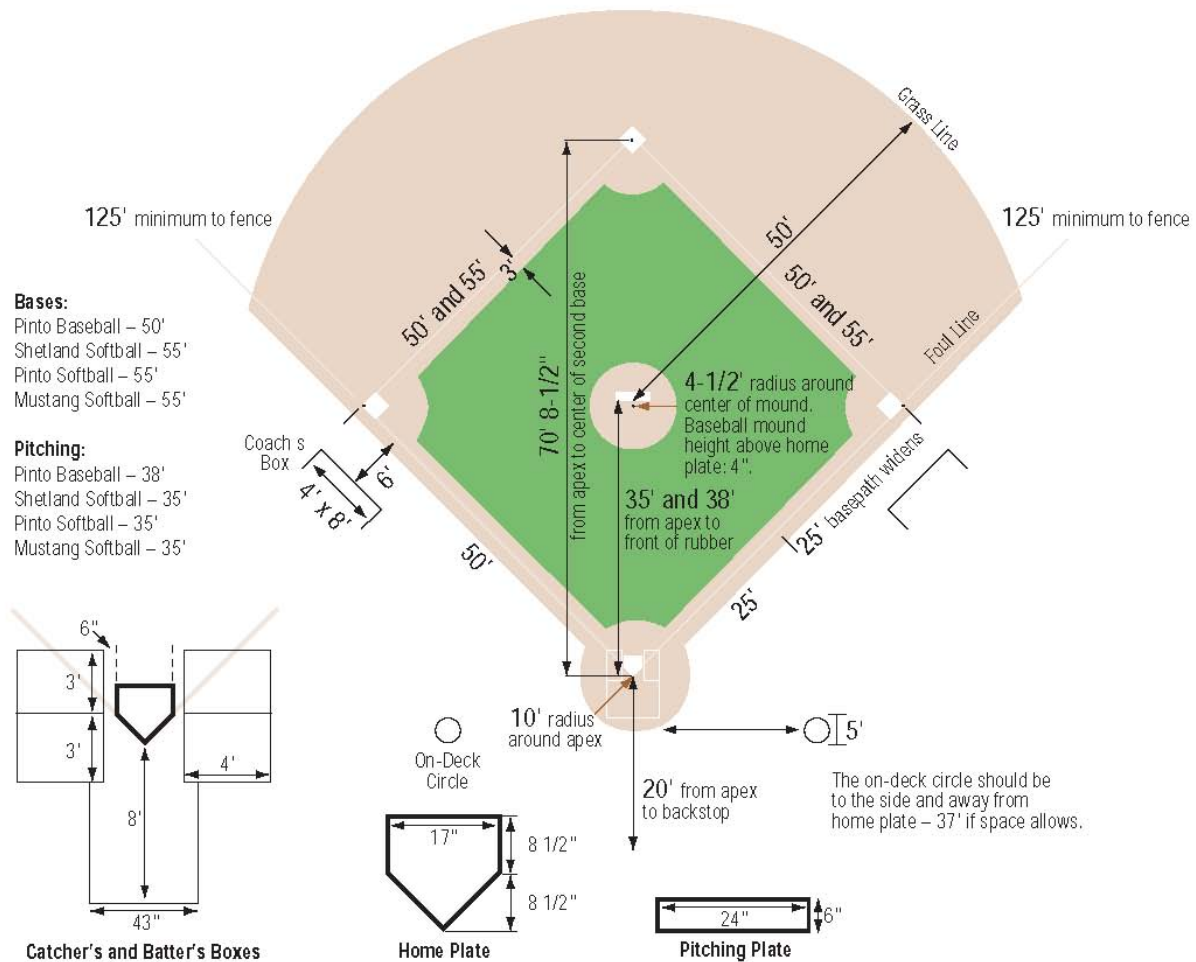
### **XXI. OUTFITTING**

- A. All Girls helmets require a chinstrap along with a NOCSAE approved facemask for all age levels. No open face helmets for girls of any age. (PONY Rule 3 Section 11)
- B. All catchers must wear neck guards. All players warming-up pitchers must wear a facemask.
- C. Players are required to wear their uniform as provided.
- D. Players are required to have their shirts tucked into their pants, except Girls' BRONCO and Girls' COLT Leagues.

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## XXII. BOYS' FIELD DIMENSIONS

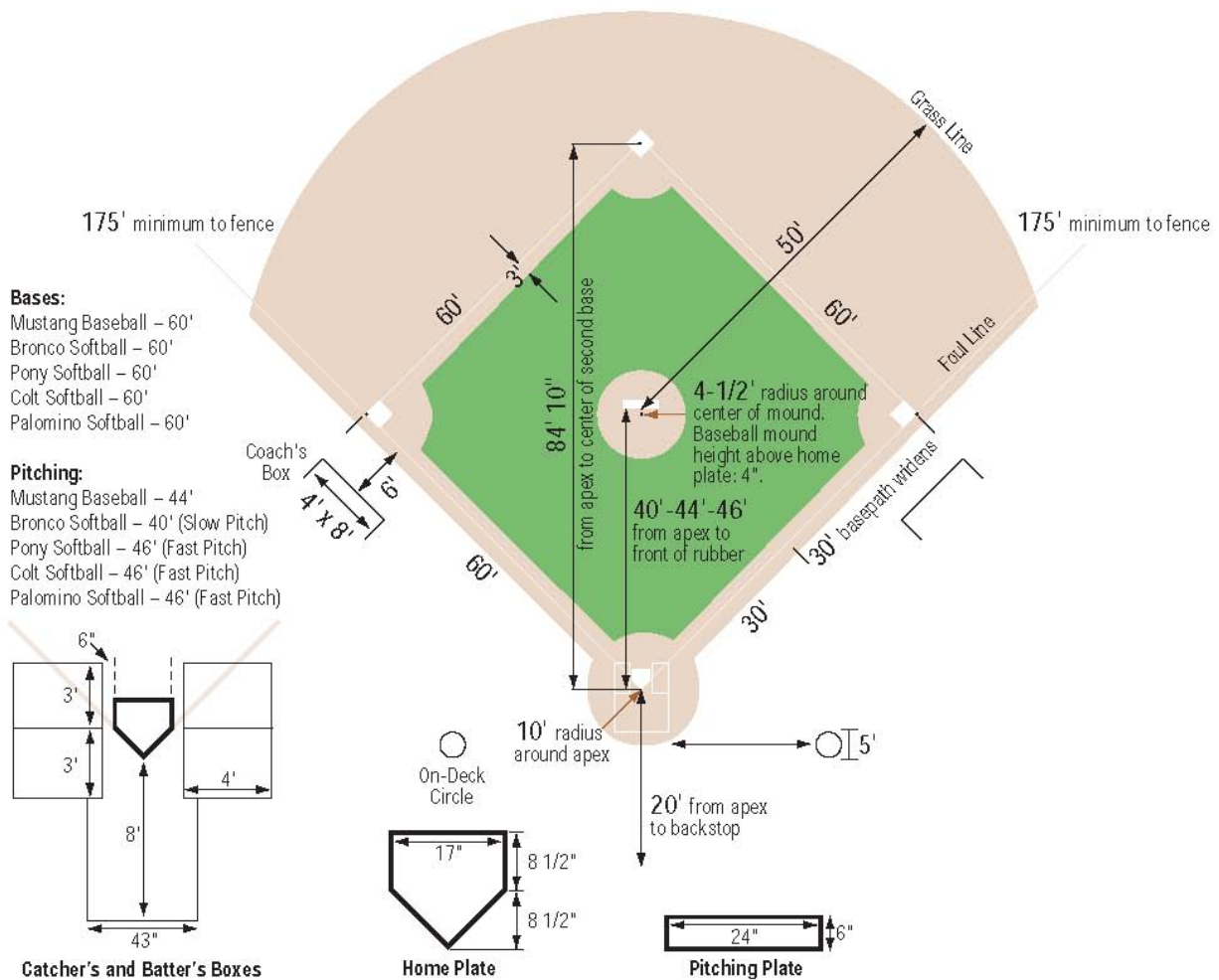
### 50' Shetland, Maverick & Girls' Pinto League Field



# 2015 LOCAL RULES LEMONT BASEBALL & SOFTBALL CLUB

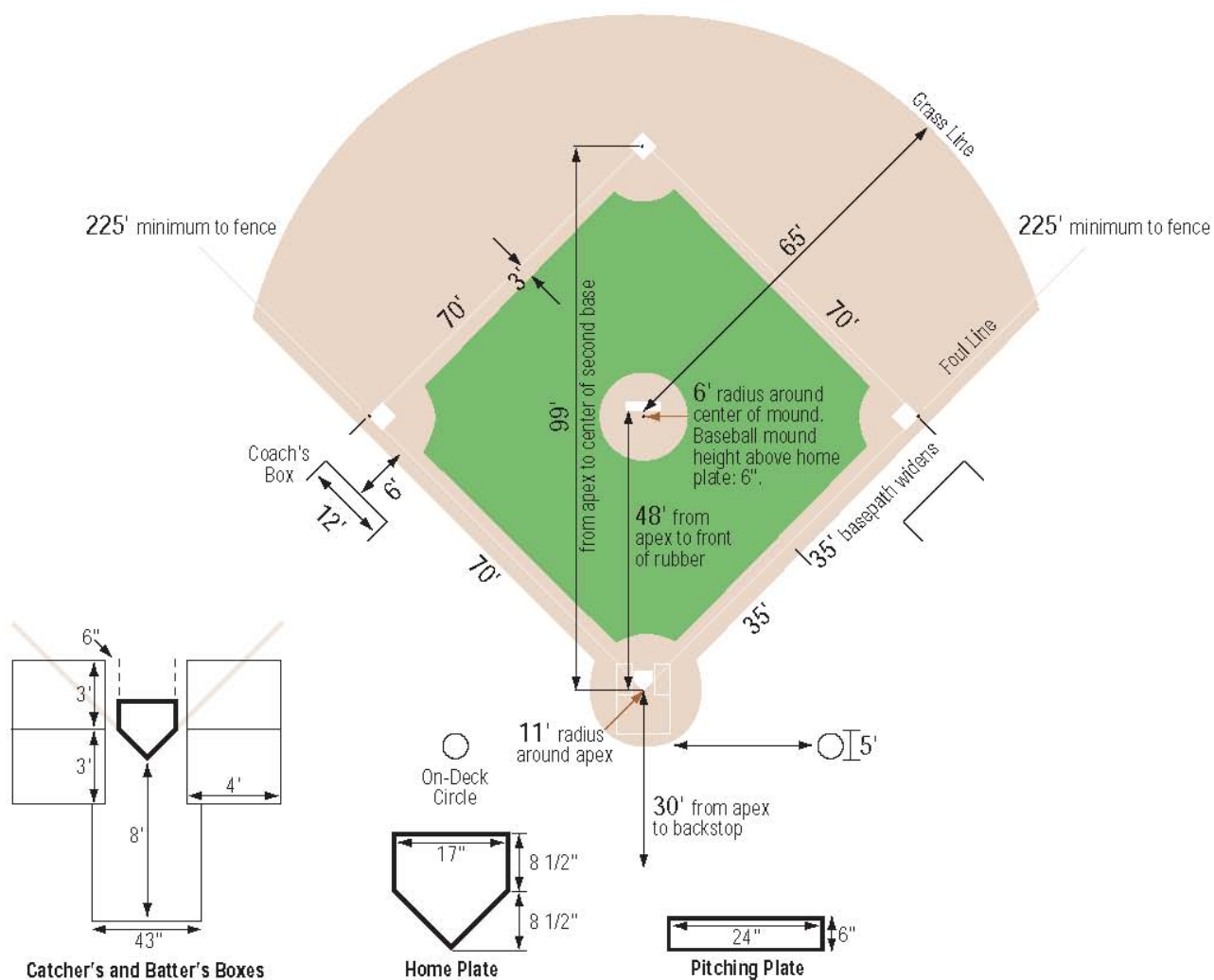
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## 60' Mustang and Boys Pinto League Field



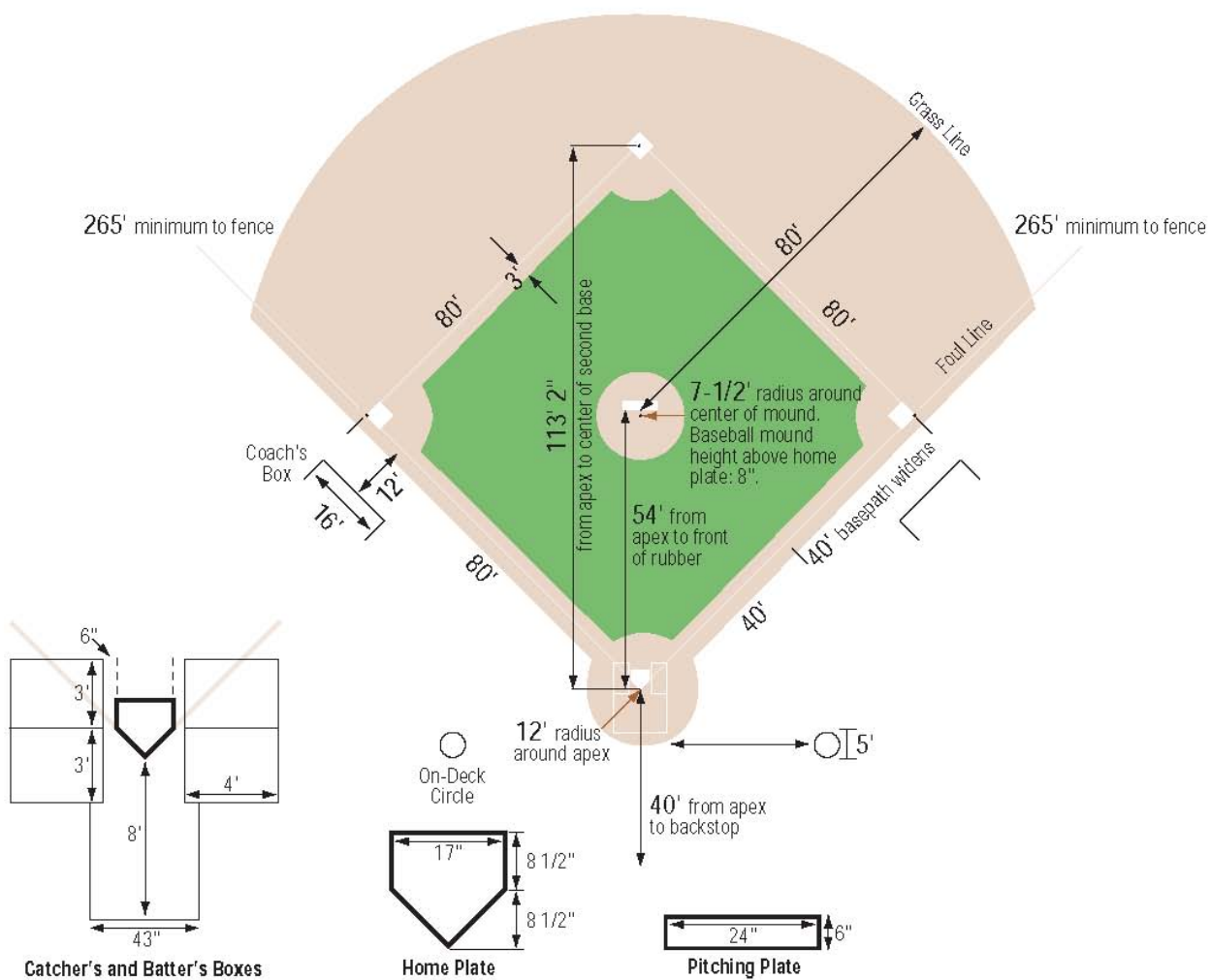
# 2015 LOCAL RULES LEMONT BASEBALL & SOFTBALL CLUB

## 70' Bronco League Field



# 2015 LOCAL RULES LEMONT BASEBALL & SOFTBALL CLUB

## 80' Pony League Field



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## 90' Baseball Field

