



LA CANADA BASEBALL SOFTBALL ASSOCIATION

2019 RULES & REGULATIONS

STATEMENT OF PURPOSE

Since its inception in 1955, the La Canada Baseball Softball Association has grown to its present size involving more than 1,000 players, adults and sponsors. The growth and success of the Association are attributable to the continued support and efforts of volunteer community members in the interest of the great national games of baseball and softball.

The goal of the La Canada Baseball/Softball Association is to ensure that each boy and girl who participates in our Association will learn to:

- Exhibit the highest qualities of sportsmanship, ethical conduct and fair play
- Achieve physical, emotional, moral and social well-being
- Participate as a team player, and respect opponents and the integrity and judgment of game officials

The La Canada Baseball Softball Association Code of Conduct shall govern the actions of all coaches, players, and parents. Failure to comply with the Code of Conduct may result in sanctions against the team, including forfeiture of the game and/or person(s) being expelled from the team or field area.

CODE OF CONDUCT

COACHES	PARENTS	PLAYERS
I pledge to contribute to a positive sports experience by following this Coaches' Code of Conduct:	I pledge to contribute to a positive sports experience by following this Parents' Code of Conduct:	I pledge to contribute to a positive sports experience by following this Players' Code of Conduct:
<i>I will do my best to organize practices that are fun and challenging to all players using coaching techniques appropriate for all skill levels on my team.</i>	<i>I will encourage good sportsmanship by demonstrating positive support for all players, coaches and umpires at every game or practice.</i>	<i>I will encourage good sportsmanship from fellow players, coaches, umpires and parents at every game and practice by demonstrating good sportsmanship.</i>
<i>I will treat each player as an individual, remembering the large range of emotional and physical development for the same age group.</i>	<i>I will place the emotional and physical well being of my child ahead of my personal desire to win.</i>	<i>I will be on time for every practice and game that I can, and will remind my parents to notify my coach in advance if I cannot.</i>
<i>I will place the emotional and physical well being of players ahead of my personal desire to win.</i>	<i>I will insist that my child play in a safe and healthy environment.</i>	<i>I will do my best to listen and learn from my coaches.</i>
<i>I will lead by example in demonstrating fair play and sportsmanship to all players.</i>	<i>I will support coaches and officials working with my child in order to encourage a positive and enjoyable experience for all.</i>	<i>I will give my best effort and have a good attitude at practices and games.</i>
<i>I will demand a sports environment that is free from drugs, tobacco and alcohol and will refrain from their use at practices and games.</i>	<i>I will demand a sports environment that is free from drugs, tobacco and alcohol and will refrain from their use at practices and games.</i>	<i>I will encourage my parents to be involved with the team in some way and to be supportive of the entire team.</i>
<i>I will communicate my concerns with parents and encourage them to communicate with me.</i>	<i>I will remember that the game is for the players and not the parents.</i>	<i>I will treat my coaches, other players, umpires and fans with respect.</i>
<i>I will be knowledgeable of the rules and will not argue with umpires and other coaches.</i>	<i>I will insist that my child to treat all players, coaches, umpires and fans with respect.</i>	<i>I will always remember that playing sports is intended to be an enjoyable learning experience.</i>

Good Conduct = Good Sport!

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**LA CANADA BASEBALL SOFTBALL ASSOCIATION
RULES AND REGULATIONS
2019**

1.0 GENERAL

- 1.1 Definitions: References to “LCBSA” or “Association” means the La Canada Baseball/Softball Association. References to “Board” means LCBSA’s Board of Officers. References to “Vice President” means the LCBSA Vice President responsible for the league in question. References to “General Manager” is to the General Manager of the league in question. Reference to “Executive Committee” means the Executive Committee designated by the Board and given authority to resolve matters without a full Board meeting or deliberation.
- 1.2 The official playing rules for baseball, with the exceptions and variations contained in these Rules and Regulations , shall be the “Official Rules of Major League Baseball” completely revised, as released through the office of the Commissioner of Baseball with the exceptions and variations contained in the most current release of “Rules and Regulations for PONY Baseball, Inc. (for Shetland through Bronco divisions) and “Babe Ruth Rules” (for Babe Ruth division). The official playing rules for softball, with the exceptions and variations contained in these Rules and Regulations , shall be the “Official Softball Rules (fast pitch)” as published by the Amateur Softball Association.
- 1.3 Eligibility for LCBSA is as follows:

Baseball Leagues	Age as of 4/30	Softball Leagues	Age as of 12/31
Shetland	5 & 6	Pixie	5 & 6
Pinto	7 & 8	Rookie	7 & 8
Mustang	9 & 10	Junior	9 & 10
Bronco	11 & 12	Senior	11 & 12
Babe Ruth	13-15	Super Senior	13 & older

- No player shall play in a League below or above his/her age level without the recommendation of the affected General Managers and approval by the Board or Executive Committee.
- 1.4 All players must have a registration form on file with the Association’s Secretary and a medical and liability release on file with the Team Manager. Any game in which an unregistered player participates will be forfeited.
- 1.5 A registration fee is due and payable at time of registration. Exceptions may be made by the Board.
- 1.6 All manager and coach applicants shall be required to submit to a criminal background check prior to being approved to manage or coach a team.
- 1.7 No discrimination shall be tolerated against any player because of race, gender, religion or national origin. All players must be considered solely on their ability, merit, attitude and age.
- 1.8 All baseball players except in the Shetland shall attend a tryout in order to be eligible for the draft. Players unable to attend may be assigned to a League and be placed on a team in a manner determined by the Board. For Softball, players with prior year performance ratings will not be required to try out, but all new and unrated players shall tryout except for Pixie players which shall not be required to tryout. The General Manager may waive attendance at the tryout by protected players.
- 1.9 Following the draft or selection of players, there shall be no change in the roster of a team without the advance approval of the Vice President and General Manager. A player may request and shall be granted release from a team, but is not eligible to play for another team unless approval is granted by the General Manager, Team Managers involved and Vice President.
- 1.10 Appointment and approval of Team Managers shall be the responsibility of the General Managers, subject to approval by the Board. The General Managers and Board will take into consideration the LCBSA Purpose and Code of Conduct when selecting Team Managers. In the Mustang division and above, pairings with assistant coaches prior to the draft are prohibited. If a Manager wishes to tap another parent as an assistant coach, the Manager needs to draft the son/daughter of that parent. If a Team Manager is unable to properly perform his/her duties to the team and Association, it shall be the responsibility of the Vice President to recommend to the Board the suspension, removal and/or replacement of the Manager or Coach with approval of the Board. Association officers and directors may also act as Managers and Coaches.
- 1.11 Team Managers, Coaches, players and parents must not argue with the umpires. Any umpire's decision which involves judgment is final unless a change is requested by both Team Managers and agreed upon by the Umpire-in-Chief. Team Managers may only debate decisions of the umpire that are contrary to the

official rulebooks or interpretation of the rules, and they must be raised before the next pitch is thrown. Any complaints about ultimate decisions on rules are to be directed to the Board through the League General Manager, not to the umpire, and must be made within 72 hours of the decision in dispute. No protests of games are otherwise allowed. In the case of any questions, disputes or confusion regarding any rule in the rulebook, the Board or Executive Committee will exercise final judgment consistent with the objectives and goals of the League as –set forth in the Purpose and Code of Conduct.

- 1.12 If a Team Manager, Coach or any other person present displays unsportsmanlike or inappropriate conduct towards umpires, fellow coaches, players or spectators, that individual shall be subject to ejection from the game and field of play by the Umpire-in-Chief for the remainder of the game. Such incidents shall be reported to the Board and are be subject to the following action. First offense, automatic one game suspension. Second offense, suspended for the season with right to appeal the decision to the Board. Third offense, suspended from managing or coaching for life with right to appeal the decision to the Board.
- 1.13 The use of any form of tobacco (including e-cigarettes) by umpires, players, Managers or Coaches in the dugout, on the benches or on playing field is not permitted. Consumption of alcohol and/or drugs prior to a game or practice is likewise prohibited. Alcohol and/or drugs are prohibited from the entire field area, including stands. Violation of these rules will not be allowed and may, at the discretion of the Board, result in forfeiture of the game and/or possible suspension from the Association.
- 1.14 Profanity by players, managers, coaches or umpires will not be allowed and may, at the discretion of the Board, result in suspension from future games.
- 1.15 Published rules may be changed and new rules may be added by the Board and shall be effective at such time as determined by the Board.
- 1.16 Managers should first go to their General Manager with any questions/issues. If still unresolved, the General Manager shall go to the Board for a final ruling. Managers shall not involve parents in the issue in any way (e.g. distributing copies of emails, openly criticizing League administration, etc.). Failure to follow these escalation procedures may result in the Manager being suspended.
- 1.17 The Board reserves the right to take all action it deems necessary to respond to violations of these rules or conduct the Board determines, in its sole discretion, to be detrimental to the league, the game or the safety of players, coaches and spectators. Such action may include suspension or disqualification of a player, coach or spectator from further participation in LCBSA programs

2.0 PLAYING FIELDS & GROUND RULES

- 2.1 The fair play area will be within and including the imaginary straight lines extending from the home plate edges along the outside edge of the 1st and 3rd bases into right or left field, the outfield limit being a fence, marked line, cones or other boundary.
- 2.2 When a batted ball is hit beyond the outfield boundary on the fly in the opinion of the umpire, it shall be declared a home run. If a batted ball is hit beyond that boundary but bounces at least once before that boundary in the opinion of the umpire, it shall be declared a ground rule double.
- 2.3 League Dimensions:

Baseball Leagues	Pitching Distance	Distance Between Bases	Home Plate to Center of 2nd Base
Shetland	38'	50'	70' 8"
Pinto	40'	60'	84' 10"
Mustang	46'	60'	84' 10"
Bronco	50'	70'	99'
Babe Ruth	60' 6"	90'	127' 3"

Softball Leagues	Pitching Distance	Distance Between Bases	Home Plate to Center of 2nd Base
6UPixie	25'	50'	70' 8"
8URookie	30'	55'	77' 9"
10U Junior	35'	60'	84' 10"
12U Senior and 13O SuperSenior	40'	60'	84' 10"

- 2.4 A batted or thrown ball which reaches an area on any field which is not covered by grass or dirt (e.g., concrete or cement) shall be declared dead. A batted ball that lands in fair territory on such an area on the fly is a home run; if not on the fly it is a double. A thrown ball which reaches such an area shall cause each runner to advance one base plus the base to which he/she is advancing.
- 2.5 **La Canada Elementary**
All grass area in foul territory is in play. All black top and cement areas are out of play. A live ball that enters the opening of the dugouts is dead and any runners may not advance.
- 2.6 **Paradise Canyon Elementary**
All grass is in play beyond the end of the fence, including that area in foul territory. A live ball that strikes the wooden-type borders running along the first and third base side of the field that separates the grass from the black top is live and in play if the ball remains on the grass portion of the field. A live ball that enters the opening to the dugouts is dead and runners may not advance. A live ball that hits the fences near and around the dugouts is live and any runners may attempt to advance at their own risk.
- 2.7 **Palm Crest Elementary**
A live ball that enters the opening of the dugouts is dead and runners may not advance. Out of play will occur when a fly ball is hit outside the fences down the right or left field lines. There will be an imaginary line extending from both fences for the length of the field. A dead ball will occur when an overthrow goes beyond the fence line, runners are allowed one base plus the base to which they were advancing.
- 2.8 **Cornishon Field**
Ground rule double will occur when a ball is lost or stuck in the ivy in right field. A live ball that enters the opening of the dugouts is dead and runners may not advance. Out of play will occur when a fly ball is hit outside the fences down the right or left field lines. There will be an imaginary line extending from the left fence for the length of the field. A dead ball will occur when an overthrow or a pitched ball goes beyond the imaginary extension of the left fence line. Runners are allowed one base plus the base to which they were advancing.
- 2.9 **Oak Grove East & West**
Out of play will occur and a dead ball will be declared when a ball goes outside the fences or outside the imaginary line extending from fences for the length of the field.
- 2.10 **FIS East & West**
Out of play will occur and a dead ball will be declared when a ball goes outside the fences or outside the imaginary line extending from fences for the length of the field.
- 2.11 **Upper Youth House East & West**
A live ball that enters the opening of the dugout is dead and runners may not advance. Out of play will occur when a fly ball is hit outside of the fences down the right or left field lines. There will be an imaginary line extending from both fences for the length of the field. A dead ball will occur when an overthrow goes beyond the fence line, runners are allowed one base plus the base to which they were advancing. A fly ball over the fence is a home run, while a bounced ball over the fence is a double.
- 2.12 **LDS Church Field**
The LDS Field is available only on a limited basis, subject to date and time restrictions that will be established before the beginning of each season. Under no circumstances shall any team practice or schedule games on the LDS Field for Sunday. Other days of the week will also be off limits, and these may change from year to year. Prior to the start of the season, the League General Manager will inform all Team Managers of the LDS Field restrictions applicable for that season. Failure to abide by these restrictions will subject the Team Manager to disciplinary action, including possible suspension. Practicing on Sunday on the LDS Field will result in an automatic one game suspension of the offending Team Managers.

3.0 DUTIES OF LEAGUE GENERAL MANAGERS

- 3.1 Assist the Vice President in recruiting Team Managers and Coaches for the League.
- 3.2 Assist at League player evaluations.
- 3.3 Determine League draft date, time, and place.
- 3.4 Be responsible for ascertaining and keeping records for any sibling pairings, protected players, sponsors, and the like.

- 3.5 Contact any registered players who did not attend player evaluations to see if they still wish to be considered in the draft.
- 3.6 Check with the Association Secretary and/or Player Registration coordinator to see if any players have been registered in the League after player evaluations.
- 3.7 Assist at the League draft.
- 3.8 Prior to practices beginning, arrange a meeting with Team Managers and Coaches to review rules, Code of Conduct, collection of player registration forms and medical releases, equipment requirements, game schedule (if available) and change requests, field preparation, and other matters related to the pre-season planning.
- 3.9 Keep Team Managers informed as to where and when to pick up uniforms, game balls, equipment, and the like.
- 3.10 Make certain that Team Managers receive the Opening Day/Picture Day schedule.
- 3.11 Arrange for League game reports to be submitted to the League website.

4.0 DUTIES OF TEAM MANAGERS

- 4.1 LCBSA games are not contests or competitions between Managers and Coaches and should never be treated as such. Managers and Coaches should always remember that their behavior must be an example of good conduct and sportsmanship. Any Manager or Coach acting to the contrary will be ejected from the game by the Umpire-in-Chief, and is subject to suspension by the Association.
- 4.2 All Managers and Coaches must be approved in advance by the Vice President and General Manager, who shall consider all factors they deem relevant and appropriate, including commitment to LCBSA Purpose and Code of Conduct. Coaches shall not be “in name only”. For Softball, Managers are required to attend 1) a clinic on coaching techniques and fundamentals of the game and 2) a meeting on rules and coaching conduct – both of these events will be coordinated through the General Manager.

Duties of Managers are:

- a. Select a Coach and notify the League General Manager of the selection.
- b. Have the LCBSA RULE BOOK, “OFFICIAL BASEBALL RULES”, “OFFICIAL ASA SOFTBALL RULES” BOOK, “PONY BASEBALL RULES” BOOK, or “BABE RUTH RULES” BOOK, (as applicable), and medical release form on each player, and FIELD PERMIT at all games and practices and distribute all pertinent Association information to all players on the team.
- c. Have a mandatory team meeting with parents and players prior to the start of the season and ensure that each family has signed a league approved medical release form.
- d. Make sure that all games start promptly at their scheduled starting time, weather permitting.
- e. See that players are dressed in complete uniform for all games.
- f. Ensure that all players warm up before the game.
- g. Present a starting lineup (names, numbers and positions) to the official scorekeeper and opposing Manager. Substitutes must be reported also at the time the changes are made.
- h. Be responsible for directing his/her team in accordance with the rules of the Association and be the final judge in determining the position to be played by all members of his/her team.
- i. Maintain good conduct and sportsmanship on the part of players and Coaches, and prevent any harassment of umpires, or players, Coaches and Manager of the opposing team by anyone, including parents and other spectators.
- j. Conversation focusing on an individual player, be it a pitcher, batter or fielder, is not allowed and should, at the umpire’s discretion, be cause for ejection from the game.
- k. Chanting used as a distraction to an opposing team is not allowed.
- l. Immediately remove a person from the game or field if that person is seen intentionally injuring or attempting to injure anyone else, and notify the Board of the incident in writing.
- m. In cooperation with the umpires, take all steps necessary to maintain order among the spectators and request that the game be stopped until any inappropriate condition is corrected.
- n. Permit no more than one authorized “coach” in each coaching box during the game, and keep all other players and coaches not on the playing field, on deck, or at bat in the dugout.
- o. Ensure that spectators remain in the areas set aside for them and do not come into the dugout, bench, or loiter behind the backstop. Only players, managers, coaches and scorekeepers shall be allowed in the dugout.
- p. See that pre-high school players are not left alone on the fields after games or practices.
- q. Notify the General Manager if any player drops off the team.

- r. Exert a reasonable effort to keep all equipment assigned in good repair and turn in all damaged equipment to the General Manager or Director of Equipment.
- s. Turn in equipment at the end of the season on a day designated by the General Manager.
- t. Make certain that all litter and debris is removed from the dugouts and field and placed in trashcans at the end of the game.
- u. Set up and return bases, helmets, bats, catching gear, and remove all scorebooks, chalk or other materials or tools used during the game.

4.3 If managing the home team:

- a. Occupy the bench on the third base side of the field.
- b. Drag, rake and water the infield, rake the home plate area and mound.
- c. Furnish one (1) new baseball/softball, which is provided by the Association, for each officially scheduled game and any additional balls as may be required.
- d. Furnish the “official” scorekeeper, who should periodically check with the visiting team's scorekeeper and the home-plate umpire to ensure accuracy.
- e. Submit a report to the League website, using the prepared form, listing the outcome of the game, which includes the score, and outstanding plays by players on his/her team. In these reports, the Manager should make an effort to include each player’s name at least once during the season.

If managing the visiting team:

- a. Occupy the bench on the first base side.
- b. Put the bases in place, chalk the field, and reinstall base pegs after the game.
- c. Furnish new baseball/softball (1), which are provided by the Association, for each officially scheduled game.
- d. Submit a report to the league website, using the prepared form, listing the outcome of the game, which includes the score, and outstanding play by players on his team. Please make an effort to include each player’s name during the season.

5.0 UMPIRES

- 5.1 Umpires will be assigned by the Director of Umpires.
- 5.2 All Leagues shall have one umpire present for each game except Babe Ruth, which will have two (is this correct? 2 umpires for Babe Ruth games? I thought it was one umpire for regular season games, and perhaps 2 umpires for playoff games; check with Ralph Tapia), and Pixie and Shetland, which will have the Coaches as umpires.
- 5.3 If there is more than one umpire, one umpire will be designated as Umpire-in-Chief and his/her position will be behind home plate for the entire game. If only a single umpire is present, he/she will be behind home plate for the entire game unless he/she does not have the appropriate equipment to do so.
- 5.4 Umpires shall arrive at least 10 minutes prior to the scheduled starting time.
- 5.5 If an umpire must cancel, he/she must notify the respective Director of Umpires and make a reasonable effort to find an approved substitute.
- 5.6 In case of the absence of a regularly scheduled umpire, a spectator shall be chosen by the mutual agreement of the Team Managers. Such selection shall be final for the entire game or until the umpire arrives.
- 5.7 Umpires shall be older than the players of the game they are umpiring. Minimum age for umpires is 13.
- 5.8 The Association will make every effort not to schedule an umpire who is a relative of one of the players in game he/she is scheduled to umpire. It is incumbent on the umpire to notify both Managers if this situation arises, and both Team Managers must consent before the umpire may proceed with the game. If not, the managers shall revert to rule 4.6 above.
- 5.9 Equipment for Umpire-in-Chief shall consist of mask, chest protector and shin guards.
- 5.10 Arguing a call made by the umpire that involves an umpire’s judgment shall not be permitted. Managers or coaches offending this rule will be given one warning. The second offense may result in ejection from the game.

6.0 EQUIPMENT

- 6.1 Each team will be issued practice balls and a set of new game balls. Balls used during games are: 6U Pixie – 10” Worth RIF 1, 8U Rookie – 10” Worth RIF 10, 10U Junior – 11” Worth RIF 1, 12U Senior and 13O SuperSenior – 12” Dudley CFP; Shetland – Easton 9” “IncrediBall”, Pinto – Worth RIF 5 low impact

baseball, Mustang – Worth RIF 10 low impact baseball, Bronco and Babe Ruth – regulation baseball. In Bronco and Babe Ruth, any Rawlings, Wilson, or Diamond baseball with the “Pony” or “Babe Ruth” insignia shall be acceptable.

- 6.2 All Baseball bats must comply with PONY requirements. All Softball bats must comply with ASA requirements.
- 6.3 At all practices and during all games, a batting helmet must be worn by every batter, runner, on-deck batter, players coaching in the baseline coaching boxes, and players guarding pitchers and catchers warming up in the bullpen. Helmets may not be removed while player is on field of play.
- 6.4 In Pixie League, a batting helmet with a protective face shield must be worn by the player in the pitching position.
- 6.5 The catcher must wear full protective equipment, which consists of shin guards, chest protector, helmet with face protector, and athletic supporter with cup for boys.
- 6.6 Male players are required to wear a cup and an athletic supporter at all games and practices.

7.0 UNIFORMS

- 7.1 Each player must wear the team’s complete uniform, including shirt, cap/visor, stirrups or all-in-one socks, and baseball pants or shorts, to be eligible to play. Exceptions are permitted only if agreed upon by both Team Managers.
- 7.2 Shoes with rubber cleats are allowed in all Leagues and must be provided by the player.
- 7.3 Metal cleats are allowed only in the Babe Ruth League.

8.0 DRAFT PROCEDURE

- 8.1 Each League draft should occur as soon after the last tryout as possible at a site, date and time determined by the League General Manager and Vice-President.
- 8.2 Representatives of the Board, usually the League General Manager and the Vice-President, will officiate at the draft.
- 8.3 Only the Manager approved by the board shall attend the draft. If he or she is not able to make the draft, he or she may designate one assistant coach to attend.
- 8.4 The Board, Vice President, and General Manager in each league will determine the order in which teams will draft players, and the draft order must be locked down *before* the managers meet to draft players. The goal is to evenly distribute the talent – particularly pitchers – so as to have as competitive a league as practical. The order for selection of practice times will be determined by drawing lots. The selection of batting cage times shall be in reverse order. For Softball, batting cage times also will be selected at the draft, in the same order as team player selection.
- 8.5 Under no circumstances shall any team be allowed to draft more than 13 players.
- 8.6 The determination of the “oldest age group” is based on age, not grade, commencing with the current season. For Softball only, no team may draft more than eight players of the younger age group unless there are insufficient players of the older age group available for selection. Players who have not tried out will be assigned to a team by a method devised by the League General Manager and Vice President. For Softball, certain players with prior-year performance ratings may, at the discretion of the Vice President of Softball, be included in the draft without any obligation to try out.
- 8.7 “Protected” players are defined as the Team Manager's or Coach's children. In order for a Coach's child or children to be “protected”, the Team Manager must have selected that Coach as an assistant prior to the league draft.
- 8.8 In all Leagues except Shetland and Pixie, a team's “protected” player(s) will be rated and slotted into the draft grid by the League General Manager and Vice President prior to the draft and placed in a drafting round according to their ability relative to the ability of the unprotected players. The decision by the Vice President and League General Manager will be final.
- 8.9 In Pixie Leagues, each team may have up to six “protected” players. In Shetland, each team may have up to six “protected” players in each age group. All other players will be assigned to teams by the League General Manager, who has final authority to balance the League.
- 8.10 Siblings (but not other relatives) in the same League shall remain on the same team if so requested by parents. They will be identified prior to drafting and will be selected in successive rounds (i.e. if one sibling is chosen or placed in the fourth round, then the other sibling will automatically be selected in the

fifth round), except in the case of protected players, who will be placed by the General Manager and Vice President.

- 8.11 A sponsor's child will try out and be drafted as any other player. Sponsors may not select a Manager or team unless otherwise approved by the Board. Whenever possible, a sponsor who has a child or relative drafted on a team will be assigned that team if so desired.
- 8.12 The Vice President or League General Manager may alter the drafting procedure rules at his/her discretion with the approval of the Board. This includes the utilization of a supplemental round for certain teams.
- 8.13 The draft shall commence in the following order: 1, 2, 3, 4, 5, 6, 7..... 7, 6, 5, 4, 3, 2, 1.....1, 2, 3, 4, 5, 6, 7.... 7, 6, 5, 4, 3, 2, 1 etc. until the pool of players has been exhausted. In the event there are not enough players to fill the last round, the teams that will have the extra players will be determined by lot prior to the draft. Those teams designated to take an extra player will select an additional player between the 8th and 9th rounds with the objective of each team selecting a player in the final round of the draft. The 8a round will not change the serpentine nature of the draft order.
- 8.14 Trades will only be allowed on draft night by mutual consent of the Team Managers involved, League General Manager and Vice President or President, at the conclusion of the draft.
- 8.15 Rule books, practice balls, keys to equipment box and batting cage, injury report sheets, field permits, score book, player registration forms and the LCBSA Code of Conduct shall be distributed to Team Managers by the end of the draft, if available, and sponsors will be assigned. Game schedules, game balls and uniforms shall be distributed by the Board prior to the season starting date.
- 8.16 Team Managers shall notify all players drafted on their teams within 48 hours.
- 8.17 Information about player draft sequence shall be kept in confidence.
- 8.18 Late placements may be assigned to a team by the League General Manager with approval of the Vice President. Any player who registers following the last tryout is considered a late placement.
- 8.19 In all baseball leagues other than Shetland and Pinto, managers and coaches shall not pair up before the draft unless the Board agrees in advance of the draft to all pairings. The Pinto General Manager shall have the discretion to prohibit a manager-coach pairing if the General Manager determines that such pairing would create an unfair advantage among the Pinto teams.

9.0 PRACTICES

- 9.1 When possible, a team's practice time and field location shall be determined at the League draft.
- 9.2 If possible, a team shall be scheduled to practice two times per week prior to the start of the season.

10.0 PLAYING RULES - SHETLAND, PINTO, MUSTANG AND BRONCO LEAGUES

COMMENT TO RULES: Rules in Sections 9.0 through 11.0 are modeled closely after the official Rules and Regulations of Pony Baseball, but also include some modifications adopted by the League.

- 10.1 The official playing rules, with the exceptions and variations contained in this Rule Book, shall be "Official Rules of Major League Baseball" completely revised, as released through the office of the Commissioner of Baseball with the exceptions and variations contained in the most current release of "Rules and Regulations for PONY Baseball, Inc."
- 10.2 Meetings on the playing field of 3 or more players are allowed, unless the umpire in his judgment believes that the team is intentionally trying to delay the game, at which time he will break up such meeting and require the game to continue.
- 10.3 The entire roster of players present for the game shall bat in rotation. Any players who arrive after the first pitch has been thrown shall bat at the bottom of the batting order. If a batter cannot take or complete his/her position in the batting order because of injury, illness or ejection, the batter shall be replaced by the next batter in the batting order, who shall inherit the batter's count, if any. A player removed from the batting order because of injury, but not illness or ejection, may re-enter the game in his/her original batting position.
- 10.4 No spectators shall be permitted to stand or sit behind the backstop.
- 10.5 **SHETLAND:** The entire roster of players present for the game shall be used defensively. Only four infielders, a pitcher and a catcher are permitted in the infield. The remaining players are outfielders and must be positioned 15 feet behind the baselines before the pitch is made. One coach shall be allowed on the field behind 2nd base to direct the defense.

- PINTO and MUSTANG:** Ten players shall be used defensively. The four outfielders must be positioned 15 feet behind the baselines when the pitching motion is made.
- 10.6 **SHETLAND:** Batters are not permitted to bunt or soft-swing at the ball. A 10-foot arc shall be inscribed in front of home plate, from the first to the third base foul line, and any batted ball which does not travel beyond that line will be considered a foul-strike for purposes of this rule.
PINTO: Batters are not permitted to bunt or softs-wing at the ball. **PENALTY:** Pitch is a strike and the ball is dead.
- 10.7 **SHETLAND:** A batter shall not be called out on strikes. If a batter fails to hit the ball after the earlier of three (3) swings or five (5) pitches from a coach pitcher (or pitching machine), the batter shall hit the ball off a batting tee placed on home plate and shall be given three (3) attempts to place the ball in play. If the batter fails to place the ball in play after three (3) attempts, the player shall be awarded first base. Managers are responsible for removal of the tee prior to any play at home plate.
PINTO: A batter shall be declared out after failing to hit a fair ball after six pitches are delivered by a pitching machine or coach-pitcher. The batter is out if there are three strikes before the sixth pitch. Missed swings are counted as strikes, as are foul balls and foul tips. However, a batter is not out on a foul ball or a foul tip. If the sixth or any subsequent pitch is a foul ball or a foul tip, the batter shall be given an additional pitch.
PINTO only: A batter shall not be awarded a base on four balls when a player-pitcher is utilized. If a batter is pitched four balls from a player-pitcher before striking out, the batter shall be declared out after failing to hit a fair ball after three pitches are delivered by a coach-pitcher. However, a batter is not out on a foul ball or a foul tip. If the third or any subsequent pitch is a foul ball or a foul tip, the batter shall be given an additional pitch.
- 10.8 **SHETLAND:** The catcher shall stand away from the plate until the batter swings, then field the position defensively.
PINTO: The catcher may assume the catcher's position or stand away until the batter swings, then field the position defensively.
- 10.9 **SHETLAND, PINTO, and MUSTANG 9:** The batter may not attempt to advance to first base on a dropped third strike.
- 10.10 **MUSTANG 10 only & Combined MUSTANG 9/10:** On a dropped third strike with first base open and less than two outs OR two outs, the batter may attempt to advance to first base.
- 10.11 **SHETLAND and PINTO:** Base runners are not permitted to steal bases and shall remain in contact with the base until ball is hit or crosses home plate. **PENALTY:** If a runner is off the base and the ball is hit, the runner is out and the ball is in play. If the ball is not hit, the runner must return to the base and the ball is dead.
- 10.12 **SHETLAND, PINTO, and MUSTANG:** There is no infield fly rule.
- 10.13 **SHETLAND, PINTO and MUSTANG:** The hidden ball trick is not allowed.
PINTO, MUSTANG 9 and COMBINED 9/10: Intentional walks are not allowed. **PENALTY:** The manager will be immediately removed from the game (and must leave the field) and will receive an additional one-game suspension effective with the next game.
- 10.14 **PINTO, MUSTANG, and BRONCO:** A player shall not sit out for any portion of an inning for two consecutive innings unless he or she is injured, ill or has been ejected. **PENALTY:** Game shall continue, but be forfeited by the offending team regardless of the final score. If a player must leave a game prior to its completion other than for injury, illness or ejection, the opposing team shall be notified and the player shall be called out at his/her next turn in the batting order, but no further penalties shall be imposed on the player's subsequent turns at bat.
- 10.15 **PINTO, MUSTANG, and BRONCO:** A player cannot sit out two innings unless every other player has sat out at least one inning, and a player cannot sit out three innings unless every other player has sat out two innings. The only exception to this rule is in the Bronco division with a roster of 12 or more players AND the player in question is playing the pitcher's position AND he is pitching his fourth consecutive inning to start a game.
PINTO and MUSTANG only: All players shall play at least one complete inning in an infield position prior to the end of the fourth inning of each game. **PENALTY:** Game shall continue, but shall be forfeited by the offending team regardless of the final score.
PINTO 7 only: The catcher position will not be recognized as an infield position.
SHETLAND only: No player may play a second inning in the infield before every other payer on that team has played at least one inning in the infield. The catcher position will be recognized as an infield position for purposes of this rule. A player may only play one (1) inning at the catcher position each game. In any game lasting four innings or more, every player should play at least two innings in the infield.

A player may be deemed ineligible because of disciplinary issues. In such an event, the manager must make a declaration either at the beginning of the game, or as soon as any associated incident occurs, and notify both the umpire and the opposing manager. In such a case, the rules as stated in the first sentence of 9.17 will not apply.

- 10.16 **PINTO, MUSTANG, and BRONCO:** Free substitution on defense excluding the pitching position. Once removed, a pitcher shall not pitch again in the same game.
- 10.17 **SHETLAND and PINTO:** When the ball is in the possession of an infielder and, in the umpire's judgment, all play on the runner or runners has ceased, the umpire shall call "Time". The ball is dead and shall be returned to the mound.
- 10.17.a Appeals can be made, following the play that is to be appealed, at any time before the ball is placed on the tee when the batting tee is used, or the pitcher makes a pitching motion when the coach-pitcher method is used, or before the ball is ejected from the pitching machine.
- 10.17.b When an appeal is requested after the ball has been returned to the pitching machine, the coach-pitcher or the batting tee, the umpire shall retrieve the ball and give it to the player-pitcher at the pitcher's plate, and the player-pitcher may then proceed with the appeal.
- 10.17.c If a batted ball hits the coach pitcher or the coach operating the pitching machine, the ball is dead. The pitch is a foul strike and no runners may advance. If a live ball hits the coach pitcher or the coach operating the pitching machine, or in the umpire's judgment the coach interferes in the fielder's attempt to make a play, the ball is dead and the lead runner is out.
- 10.18 **MUSTANG 9 only:** Runners may steal bases, but shall not leave the base they are occupying until the pitched ball has reached or passed the catcher. Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitched ball reaches or passes the catcher shall be called out and the pitch shall be considered as a dead ball. *Runners may not steal home.*
- 10.19 **MUSTANG 10 only & combined MUSTANG 9/10:** Runners at first and second base may lead off and steal bases. Runners at third base shall remain in contact with the base from the time the pitcher steps on the rubber with possession of the ball until the pitched ball has been hit or has crossed home plate. Once the pitcher has stepped on the rubber with possession of the ball, runners at third base who leave the base before the pitched ball has been hit or crosses home plate shall be called out and the pitch shall be considered a dead ball.
- 10.20 **MUSTANG 10 only & combined MUSTANG 9/10:** The balk rule will not be enforced until April 1st. A warning will be given. The balk rule shall be enforced beginning April 1st. Each pitcher will be given one warning per game prior to having the balk rule enforced. *A runner on third may not score as a result of a balk and will remain on third.*
- 10.21 **All batters are encouraged to keep one foot in the batter's box at all times in order to speed up play, but no penalty shall be imposed for not doing so. Runners shall slide or avoid contact with fielders. PENALTY:** Runner is out. Fielders shall not fake a tag at a base to force a runner to slide. **PENALTY:** Runner shall advance to the next base.

11.0 PITCHING RULES - SHETLAND, PINTO, MUSTANG AND BRONCO LEAGUES SEE CHART ON PAGE 14

- 11.1 **SHETLAND:** The team at bat shall provide a coach or parent to pitch.
PINTO 7: A pitching machine shall be utilized exclusively until a date set by the division GM is reached. Upon that date, the pitching machine will be introduced in the 3rd inning and used until the completion of a game.
PINTO 8: Before April 1, a pitching machine shall be utilized for the first two innings of a game. Any team member may pitch, subject to the restrictions of the pitching rules. Managers may agree to not use the pitching machine at all.
- 11.2 **SHETLAND and PINTO:**
- 11.2.1 **SHETLAND only:** For use with a batting tee:
- The ball shall be hit off of a batting tee placed on home plate. The manager of the team at bat is responsible for removal prior to any play at home plate.
 - The pitcher shall remain in contact with the pitcher's plate until the ball is hit by the batter.
- 11.2.2 **PINTO only:** For use with a pitching machine:
- The pitching machine shall be located immediately behind the pitching plate.

PINTO 7: Before April 1, the pitching machine shall be set at 30 mph. Beginning April 1st and continuing through the end of the season, the pitching machine shall be set at 35 mph.

PINTO 8: The pitching machine shall be set at 35 mph.

- b. The pitcher shall take position, ALWAYS TO THE REAR OF THE PITCHING MACHINE, and on the left or the right side, within four feet of the pitching plate.
- c. If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play.
- d. If a batted ball strikes the pitching machine and goes into foul territory, the ball is dead, the batter is awarded first base and all runners advance one base.
- e. The coach operating the pitching machine shall not direct or coach in any way on offense. PENALTY: The coach will receive one warning and the second time he/she must be replaced.

11.2.3 For use with coach pitchers:

- a. **SHETLAND:** Coaches or managers may pitch from any distance from home plate. There is no restriction on how a coach-pitcher delivers a pitch .
- b. **PINTO:** Coaches or managers shall pitch from the pitching plate. The player fielding the pitcher's position shall take position always to the rear of the pitching plate, and on the left or right side of the coach-pitcher, within four feet of the pitching plate. Coach-pitcher must remain in contact with the pitching rubber while pitching. He/she must throw the ball overhand. No kneeling or pitching from the knee is allowed. (c) The coach-pitcher shall not direct or coach his team in any way on offense. PENALTY: The coach will receive one warning and the second time he/she must be removed.

11.3 **PINTO 7 & 8**

11.3.1 Pitchers shall not throw more than 50 pitches in a game.

Pitchers must rest one day if they throw between 21 and 35 pitches, and two days if they throw between 36 and 50 pitches.

No rest is required if a pitcher throws less than 20 pitches in a game.

When pitchers are used, a third strike is an out even if the catcher drops the ball.

11.3.2 When pitching in more than one game on the same calendar day, pitchers may pitch the maximum number of pitches allowed, as specified above, as though it were a single game. In other words, a pitcher can only throw a maximum of 50 pitches in one calendar day.

11.4 **MUSTANG 9 & 10:**

11.4.1 Pitchers shall not throw more than 75 pitches in a game.

Pitchers must rest one day if they throw between 21 and 35 pitches, two days if they throw between 36 and 50 pitches, three days if they throw between 51 and 65 pitches, and four days if they throw more than 65 pitches.

No rest is required if a pitcher throw less than 20 pitches in a game.

11.4.2 When pitching in more than one game on the same calendar day, pitchers may pitch the maximum number of pitches allowed, as specified above, as though it were a single game. In other words, a pitcher can only throw a maximum of 75 pitches in one calendar day.

11.5 **BRONCO 11 & 12**

11.5.1 Pitchers shall not throw more than 85 pitches in a game.

Pitchers can throw no more 20 pitches with no days rest, no more than 35 pitches on one day's rest and no more than 50 pitches on two day's rest, no more than 65 pitches on three day's rest, more than 66 pitches on four day's rest and beyond.

11.5.2 When pitching in more than one game on the same calendar day, pitchers may pitch the maximum number of pitches allowed, as specified above, as though it were a single game. In other words, a pitcher can only throw a maximum of 85 pitches in one calendar day.

11.5.3 A dropped third strike is not an out until the batter is tagged or thrown out before reaching first base.

11.5.4 Each pitcher shall be given one warning by the umpire after his/her first balk in a game. The ball is dead and does not count as a pitch; if thrown, runners shall not advance.

12.0 PITCHING ALL DIVISIONS

- 12.1 It is the responsibility of the home team's scorekeeper to keep an accurate count of the number of pitches thrown by each pitcher in a game.
- 12.2 It is the responsibility of the managers in each division to devise a system (i.e., text or email loop, Google doc, spreadsheet) to notify each other, by noon the day after a game, which pitchers were used and how many pitches each one threw. PENALTY: Failure to provide this information by noon the day following a game will result in the loss of the use of those pitchers for the remainder of that week.
- 12.3 Any pitcher removed from the mound shall not be permitted to pitch again in the same game.
- 12.4 If a relief pitcher comes in "cold," the umpire shall allow the pitcher to warm up properly with at least 10 warm-up pitches.
- 12.5 Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in Rule 17.0 – Penalties.
- 12.6 The pitcher named in the batting order turned in prior to the start of the game, shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire, incapacitates him from pitching.
- 12.7 The pitcher shall not bring his pitching hand in contact with his mouth or lips while in the circle surrounding the pitching rubber. Penalty for violation of this rule is that the umpire will immediately call a ball.
- 12.8 If a pitcher hits more than two batters in the same inning, or hits two batters in one inning and another batter in the next inning, the umpire may, at his discretion, remove the pitcher from the pitching position.
- 12.9 Pitchers are prohibited from wearing long white sleeves as part of their uniform, which make it more difficult for hitters to pick up the ball on its way to the plate.

LCBSA PITCH COUNT LIMIT AND REST RULES

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-30	31-45	46-60	61-75	76+
17-18	105	1-30	31-45	46-60	61-75	76+
19-22	120	1-30	31-45	46-60	61-75	76+

Exception: If a pitcher reaches the maximum daily limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. **Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

Catcher eligible to pitch:

Any player on a regular season team may pitch. Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day. A partial inning

of one or more pitches is defined as an inning by this rule. **Any player who catches (3) innings or less may pitch, but will be capped at 40 pitches.**

13.0 **LENGTH OF GAMES - SHETLAND, PINTO, MUSTANG AND BRONCO LEAGUES**

- 13.1 **SHETLAND:** A regulation game is six innings, but no new inning shall start after one (1) hour and 30 minutes has expired, and all play shall cease after one (1) hour and 45 minutes. Teams shall not score more than five runs per inning.
- 13.2 **PINTO and MUSTANG:** A regulation game is six innings, or five and-a-half innings if the home team is leading, but no new inning shall start after one (1) hour and 45 minutes has expired. Maximum five runs per inning except in the sixth or any inning thereafter, in which an unlimited number of runs may be scored.
- 13.3 **BRONCO:** A regulation game is seven innings, or six-and-a-half inning if the home team is leading, but no new inning shall start after two (2) hours has expired.
- 13.4 **PINTO, MUSTANG and BRONCO:** If a game is tied at the end of regulation, and time has not expired, it shall go into extra innings until a decision is reached, time has expired or the game is called by the umpire.
- 13.5 **PINTO, MUSTANG AND BRONCO:** If a game is called for any reason including darkness, it shall be a complete game if four innings (three in **PINTO and MUSTANG**) have been completed, or if the home team has scored more runs in three (two in **PINTO and MUSTANG**) innings or three (two in **PINTO and MUSTANG**) and a fraction innings, than the visiting team has scored in four (three in **PINTO and MUSTANG**) completed innings.
- 13.6 **PINTO, MUSTANG AND BRONCO:** If a game is called for any reason before it is a complete game, as described in Sections 11.2, 11.3, 11.4 and 11.5 it shall be considered a suspended game and shall be resumed from the point of curtailment at the time scheduled by league officials.
- 13.7 **PINTO, MUSTANG AND BRONCO:** If a game is called for any reason before an inning has been completed, after having reached complete-game length as described in Section 11.2, 11.3, 11.4 and 11.5, and the visiting team takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the uncompleted inning, the score shall revert back to the score at the end of the last completed inning.
- 13.8 No mercy rule is in effect.

14.0 **CALL-UP PROCEDURES**

In order to avoid a forfeit, a Manager may “call-up” a player or players from a lower division if the Manager anticipates that the team will have less than the minimum number of players required at the start of a game (see Section 13 re Penalties). The call-up procedures are as follows:

1. The call-up player(s) may only play in the outfield.
2. The call-up player(s) must bat behind all present, rostered players in the batting order.
3. The call-up player(s) must be from the division immediately preceding the called-up division.
4. The call-up player(s) must not have a conflicting game in their rostered division.
5. If the call-up player plays in a multiple-age division (ex. Shetland or Bronco), then he must be of the older age to play in a “call up” game (age 6 to play in Pinto 7 game; age 12 to play in Babe Ruth game).

Playing a called-up player in violation of any of these procedures will result in forfeiture of the game.

15.0 **BABE RUTH LEAGUE RULES**

- 15.1 The official playing rules, with the exceptions and variations contained in this Rule Book, shall be “Baseball Rules and Regulations and Official Playing Rules” completely revised, as released through Babe Ruth League, Inc.
- 15.2 A regulation game shall consist of seven innings.
- 15.3 If a game fails to reach the regulation minimum of 3 ½ or 4 innings played it is not a regulation game and must be replayed as a new game, EXCEPT games called because of the time limit will be considered regulation games regardless of the number of innings played. No new inning may start after two hours.
- 15.4 If a game is called for any reason in an uncompleted inning, after having reached regulation-game length and the visiting team takes the lead in the uncompleted inning, and the home team does not tie the score or

- retake the lead in its portion of the uncompleted inning, the score shall revert back to the score at the end of the last completed inning.
- 15.5 A game shall be terminated after 4 ½ or 5 innings if one team is ahead by 10 or more runs and have had equal times at bat or the home team is leading.
- 15.6 If a team has 10 or more players present at the start of a game, a tenth hitter shall be added to the batting order. This player will be indicated in the line-up as the “EH”. The “EH” will be treated as any other starter.
- 15.7 The designated hitter rule is not permitted.
- 15.8 Defensive substitutions are permitted without restriction. However, a player shall bat at least once and shall take the field during at least 3 defensive outs in a game by the conclusion of the fourth inning and shall bat at least once and shall take the field during at least 6 defensive outs in a game by the conclusion of the fifth inning EXCEPT due to player tardiness, illness, injury or ejection. **PENALTY: Game shall continue but shall be forfeited by the offending team regardless of the final score.** All pitchers are governed by the provisions of Official Baseball Rule 3.05 if withdrawn while on the mound pitching. If the pitcher is removed from the game because of a second trip in the same inning he may re-enter the game in any position with exception of pitcher.
- 15.9 Any of the nine (or 10 in the case an EH is used) players in the starting batting order may withdraw and re-enter the batting order once, provided such player occupies the same batting position upon re-entry. A substitute who is withdrawn from the batting order may not re-enter the batting order..
- 15.10 Already used players are allowed re-entry into the batting order if all substitutes have been used and injury occurs or a player is ejected. Selection of this substitute must be made by the opposing manager. This type of re-entry can only take place when an injury prevents a player from continuing in the game or a player is ejected. The injured or ejected player, once removed from the game cannot re-enter the batting order or the game defensively. No penalty shall be imposed if a substitute is not available to replace an injured or ejected player, and the team is still able to field at least eight uniformed players.
Note: If a player re-enters illegally as a pitcher, fielder, or runner, there is no penalty except he must be removed from the game immediately when discovered. If he re-enters illegally as a batter, such illegal re-entry is penalized according to Official Baseball Rule 6.07, Batting Out of Order.
- 15.11 The second trip in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the game AS A PITCHER ONLY.
- 15.12 The pitcher must take signs from the catcher, while standing on the rubber. PENALTY: After a warning by the umpire, the pitcher, on the next offense, shall be removed from the mound as a pitcher for the remainder of the game.
- 15.13 If a pitcher hits more than two batters in the same inning, or hits two batters in one inning and another batter in the next inning, the umpire may, in his discretion, remove the pitcher from the pitching position.
- 15.14 If a runner attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he will be called out on the play and ejected from the game. The objective of this rule is to penalize the offensive team for crashing the defensive player, rather than trying to reach home plate. Obviously, this is an umpire’s judgment call.
- 15.15 If a manager is reasonably certain that his team will be unable to field nine players for any game, the manager may use the number of players from the next lower league (“Play-Up Players”) necessary to field a team of nine players. Play-Up Players shall: (1) bat last in the batting order, and (2) not play any infield position. Each team may only use a specific player one time as its Play-Up Player; the same player cannot play up more than once for the same team. Any manager who uses Play-Up Players and, as a result, ends up with more than 9 players for a game, may at the discretion of the League General Manager, be prevented from using Play-Up Players in future games.

16.0 BABE RUTH PITCHING LIMITATIONS

- 16.1 A Babe Ruth pitcher, regardless of age, may pitch seven (7) innings per calendar week.
- 16.2 Rule 12.16 applies to all games regardless of when played. This includes rescheduled and make-up games.
- 16.3 If a pitcher delivers one (1) pitch in an inning he shall be charged for one (1) inning pitched.
- 16.4 The calendar week is Monday through, and including, Sunday.
- 16.5 Pitchers shall have 40 hours rest after pitching in three innings on the same calendar day. The 40 hours rest rule is computed from the scheduled starting time of the game in which the pitching occurred, or, in games which begin more than two hours after the scheduled starting time, the actual starting time of the game shall be used to interpret this rule.

- 16.6 Games in which an ineligible pitcher has been used as specified in Rule 12.16, 12.17 or 12.18 shall be declared forfeited. The withdrawal of an ineligible pitcher after the pitcher is announced or after a warm-up pitch is delivered but before the pitcher has pitched a ball to a batter shall not be considered a violation.
- 16.7 Rule 12.16, 12.17 and 12.18 shall apply for all innings pitched whether the game becomes regulation or is suspended.

17.0 PENALTIES - ALL DIVISIONS

- 17.1 A team failing to field at least eight uniformed players within 15 minutes of the scheduled starting time of a game, or at any time during the game, shall forfeit the game. Except in **SHETLAND**.
- 17.2 Penalty for use of illegal players shall be forfeiture of games in which illegal players participated, provided such games are protested by any of the league managers or officers in writing within 48 hours of the game or games in question. An illegal player is one who is not legally a member of the league.
- 17.3 Penalty for using an ineligible player (determined upon appeal by the opposing manager or notification by the official scorer or league officers, when the official scorebook or other league records verify the ineligibility of the player concerned) shall be immediate removal of the player from the lineup and ejection of the team manager from the game. Both the player and the manager shall be ineligible to participate in the next scheduled game played by the team:
- 17.3.a An ineligible player is one who is legally a member of the league, but who is ineligible to play or to pitch in a particular game or games because of the limitations set forth in these Rules and Regulations, or as the result of a previous rules violation or disciplinary action.
- 17.3.b For purposes of interpreting this rule, a player shall not be considered in violation of the rules until at least one pitch has been thrown to the batter after the point of violation.
- 17.3.c In the event the manager of an ineligible player refuses to remove the player from the lineup and the manager does not leave the field when the appeal is made, and verified, the game is subject to forfeit.
- 17.3.d When the ineligible status of a player is not established until after completion of the game, the game shall stand as played, but the player and manager shall be ineligible to participate in the next game played by the team, or the next game played after the ineligible status has been determined.
- 17.4 Illegal equipment shall be removed from the game.
- 17.4.a Players are not permitted to use illegal headgear even if no other headgear is available. When proper headgear is not available, the game shall be delayed until the equipment can be obtained, or postponed and rescheduled by the league officers.
- 17.4.b Penalty for use of illegal shoes shall be removal of the shoes from the game, and, if no other legal footwear is available, removal of the affected player or players from the lineup.
- 17.4.c Players who do not wear complete conventional uniforms, protective headgear and catching equipment as required by these rules, shall be removed from the lineup.
- 17.4.d Players who intentionally, in the judgment of the umpire, throw bats or protective headgear shall be ejected from the game following completion of any play in progress at the time the violation occurs. Such action does not constitute an out and such players shall be replaced as batters (as per Rule 9.3) or baserunners (with the last player put out), if appropriate. Players who intentionally, in the judgment of the umpire, remove protective headgear while batting or running the bases, shall be immediately called out.
- 17.5 Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to the penalties stated for use of an ineligible player in this rule.
- 17.6 Players shall not throw a bat while attempting to hit a pitched ball. PENALTY: Umpire shall warn the player after the first occurrence in a game. After the second or any subsequent occurrence, the player shall be called out, the ball is dead and runners shall not advance. The umpire may eject a player after the second occurrence if the umpire determines, in his sole discretion, that the player's conduct represents a significant risk to others.

18.0 6U (PIXIE) RULES

18.1 **Definition of a Game**

1. Maximum of 5 innings.
2. Start times will be 5:15 PM on weekdays. Saturday game times will vary.
3. No new inning will start after 1 hour and 15 minutes. All play will cease after 1 hour 30 minutes. A new inning begins as soon as the last out is recorded in the previous inning.
4. An inning is over offensively, when three outs are recorded or 5 runs have scored, whichever comes first.

18.2 **Player Participation**

1. All players on roster will bat in rotation set at beginning of game.
2. A minimum of six defensive players are needed to start a game. There shall be a maximum of 10 defensive players in the field.
3. Each player must play one of the infield positions (P, C, 1B, 2B, SS or 3B) in at least one inning.

18.3 **Playing Rules - Defense**

1. Only 4 infielders, a pitcher and catcher are allowed inside the outfield line.
2. The remaining players are outfielders and must play outside the outfield line (20 feet behind the baselines). No short fielders or extra infielders are allowed.
3. The catcher must play at least six feet behind home plate. Catchers must wear full protective catcher's equipment, which is provided.
4. Two coaches will be allowed in the field behind the baselines to direct the defense.

18.4 **Playing Rules – Offense**

1. Helmets with face protectors and chin straps must be worn at all times by base runners, batter and on deck batter. Players will be called out for removing their helmets unless time out is called.
2. The team at bat will provide a Coach or Parent to pitch from a distance of at least 25 feet. After 5 coach pitches or 3 swings, the batting tee must be used. It is suggested that a parent or coach stand close enough to aid the catcher in the prompt return of missed pitches and to place the batting tee when necessary. For the first four games of the season, either or both Managers in a game may choose to have the team hit from the batting tee instead of doing coach-pitch. This election must be clearly communicated to the opposing Manager prior to the start of the game and may not be changed in the middle of the game. It is possible for one team to be hitting Coach/Parent pitching and the other team to be hitting from the batting tee.
3. A batter must take a full swing at the ball. No bunting is allowed.
4. If a batter swings and misses, it is a strike. If a batted ball does not travel fifteen feet in fair territory, it is considered a foul ball and a strike.
5. A batter cannot strike out or receive a base on balls. She must put the ball in play from the tee.
6. A batter will be called out for throwing his bat. Each team will receive one team warning. The next batter to violate the rule will be called out.
7. An “advance” includes a stolen base, wild pitch, a passed ball or a wild throw from the catcher to the pitcher. In Pixie League there is no advancing on any pitch. Base runners must not lead off or otherwise leave the base until the ball has been put in play. Runners will be warned for leaving the base early.
8. Mid-season change. Upon notification from the league General Manager, offense rules are modified as follows:
 - a. Batters and base runners may continue running the bases on a ball hit into the outfield.
 - b. Once the ball is returned to the infield (whether it is controlled or not by the defense), the runners must return to the previous base, if less than halfway between bases. If the runner is at least halfway to the next base, she may continue to that next base only.
 - c. The defense may try to tag her out at any time between the bases. The runner may try to avoid the tag but cannot stray more than 3 feet from her base path.
 - d. The runner may not advance if the defense overthrows the ball into either fair or foul territory.

Example: Jane hits a line drive into left-center field. She runs to 1st base and continues to 2nd base before the outfield retrieves the ball. Sarah makes the turn and heads for 3rd base as the outfielder throws the ball into the infield. Sarah makes it halfway to 3rd base when the shortstop picks up the ball and chases her. The shortstop manages to chase Sarah back toward 2nd base (even though Sarah could have gone to 3rd), and throws the ball into right field. Sarah cannot advance and stays on 2nd base.

- 18.5 **Balancing Teams.** The League General Manager will try to balance the teams with an equal number of 5 year old children and 6 year old children. Applicants may request to have groups of children play together provided that no more than 6 children in either age group is requested.

19.0 **8U (ROOKIE) RULES**

19.1 **Definition of a Game**

1. Maximum of six innings and no new inning after 1 hour and 30 minutes; in all games except playoff games, play shall cease after 1 hour and 50 minutes (drop-dead rule). There is no drop dead rule in the championship game. The Championship game shall be a minimum of 4 innings, regardless of the time limit.
2. Start times will be 5:15 PM on weekdays. Saturday game times will vary.
3. An inning is over offensively when three outs are recorded or 4 runs have scored, whichever comes first.
4. An official game shall be a minimum of 3 complete innings. (2 and one-half if home team is ahead). Refer to Section 15.1.8 regarding darkness or inclement weather.
5. If a game does not start on time, then the starting time may be advanced and the respective time limit will be advanced accordingly.
6. A team will be forced to forfeit a game if that team is unable to field at least 8 defensive players.
7. The umpire's watch is the official time unless determined otherwise by mutual agreement between Team Managers. Both Team Managers and umpire will synchronize their watches prior to the start of the game. Per ASA Rule 5, Section 10, time begins with the first pitch.
8. The umpire will decide whether the game will start or not. A game may be called at any time at the discretion of the umpire due to darkness or inclement weather. In the event of rain, a game may be delayed for the maximum of 20 minutes before a game may be continued or rescheduled. If a game which has not completed 3 innings (2 and one-half innings if the home team is ahead) is called for the above reasons and the absolute time limit has not been reached, the game will be rescheduled as a new game by the League General Manager with the consent of the Board.
9. If an official game is called and an inning is not completed, the game score reverts back to the score at the end of the previously completed inning.
10. In playoff games, modified international tie-breaker (start inning with 1 out and with last runner out from prior inning placed on second base) will be used if a tie exists when the game would normally have ended.

19.2 **Player Participation**

1. All players will bat in rotation set at beginning of game.
2. A minimum of eight and maximum of ten defensive players are allowed. If a team is expecting less than 9 players for a game, it may take up to 2 play-up players from the Pixie League, provided that play-up players shall bat last in the lineup and play in the outfield.
3. All players must play a minimum of 3 innings in the field.
4. Each player must play one of the infield positions (P,C,1B,2B,SS or 3B) in at least one inning by the end of each game's third inning.
5. Substitutions should be made each defensive inning prior to taking the field. Substitutions must be made by the top of the third inning. Open substitutions are allowed. The only exceptions to this rule shall be injury, absence, or disciplinary action.
6. If a player is not scheduled to play 3 innings and is present at the game in uniform, the opposing team manager must be notified prior to the commencement of the game.
7. If a player is not allowed to play for disciplinary reasons, the League General Manager must be notified by the Team Manager prior to the next scheduled game.
8. In the event a batter is injured during an at bat, she shall be replaced by the next batter in the lineup who will inherit the injured batter's count.
9. If any player leaves a game for legitimate personal reasons (as opposed to strategic reasons), no out or other penalty will be imposed.

19.3 **Playing Rules – Defense**

1. The tenth defensive player must be an outfielder and all outfielders must play at least 30 feet behind the baselines, four across. No short fielders or extra infielders are allowed.
2. The catcher must wear full protective equipment.
3. One coach will be allowed in the field (behind 2nd base) to direct the defense.

4. When an infielder or pitcher has control of the ball in the pitching circle, the ASA Circle Rule shall apply, except that if a runner chooses to advance when the ball has been controlled in the pitcher's circle and the controlling player makes no play on the runner, then the runner shall be considered to have used up her one opportunity to advance (described in Section 15.5.9) when the next hitter comes to bat.
5. The ball is dead when it is thrown into foul territory. Runners who have already advanced at least one base and are between bases at the time the ball enters foul ground must return to the prior base.
6. The hidden ball trick is not allowed.

19.4 **Pitching Rules**

1. No pitcher may pitch more than 2 innings per game. The same pitcher may not be the starting pitcher for any two consecutive games (excluding playoff games). Following the fourth inning, the 2 inning limit per pitcher shall not apply.
2. A pitcher must pitch to at least three batters before being removed (excluding removal due to injury or emotional distress). Once a player is removed as a pitcher, the player may pitch again in the same game. Per ASA rules, a pitcher who returns to pitch in the same inning that she has already pitched will receive no warm-up pitches upon her return.
3. One pitch to a batter equals one inning pitched. The one pitch rule does not fulfill the "player participation" rule in this rulebook. Multiple pitching appearances by the same player in a single inning counts as 1 inning pitched.
4. Pitchers are allowed a maximum of three warm up pitches between innings once a catcher is ready with gear on to receive pitches. The team manager shall ensure that the catcher gets ready to receive pitches as quickly as possible. If a relief pitcher is brought in, she may throw as many pitches as necessary to warm up.
5. Rules pertaining to the balk will not be enforced, however the umpire will explain the rule to the pitcher at the time it occurs.
6. The rules pertaining to maintaining a proper pitching motion will be enforced by the umpire. Special emphasis will be given to avoid a pitcher: 1) starting her delivery without both feet on the rubber and 2) stepping back or using a rocking motion prior to delivery. Each pitcher will be given one explanation of the violation. After the explanation is given, should the same violation recur, the pitch will be called a ball as an illegal pitch (reference ASA Rule 6, Sections 1 and 3 for definition of proper pitching motion). If a Manager wishes to call the umpire's attention to an opposing pitcher's motion, this may be done 1 time only per pitcher and shall only be done between batters or between innings in a manner which will not disrupt the flow of the game, and quietly enough so that the pitcher will not hear the discussion.
7. These eligibility rules apply to all games including rescheduled, postponed, make-up and tie-breakers, unless otherwise agreed by the Board. These rules do not apply to All-Star or Tournament games.

19.5 **Playing Rules – Offense**

1. Helmets with face protectors and chin straps must be worn at all times by base runners, batter and on deck batter.
2. Late arrivals shall bat at the bottom of the lineup.
3. Only the batter and on deck batter are allowed to swing bats. The on deck batter should be behind protective fencing.
4. A batter throwing bat or helmet in anger, shall be removed from the game by the umpire.
5. If a batter will be called out for throwing his/her bat after a fair hit, a foul ball or a swing and a miss. The ball is dead and runners may not advance. One warning will be given to the first player on each team violating this rule.
6. Consistent with ASA Rules, there is no "must slide" rule. Instead, a runner must attempt to avoid collision with the defensive player. If, in the judgment of the umpire, a runner fails to avoid a collision with a defensive player or affects the play by failing to slide, the runner is out.
7. If the umpire observes any intentional collision by a player, the player will be ejected and face possible suspension from future games at the discretion of the Board.
8. If the defensive player fakes a tag to force a runner to slide, the runner shall advance one base.
9. An "advance" includes a stolen base, wild pitch, or a passed ball. The following applies to advancing in Rookie League: 1) a runner may advance one base per batter; 2) the runner may lead off or advance only when the pitched ball has crossed home plate; 3) if the runner leaves the base early, she must return to the original base without penalty; 4) the runner may not advance an

additional base on an overthrow by the catcher; and 5) home plate is closed, in compliance with ASA Rules. Refer to Section 15.3.4 regarding a runner having used up her opportunity to advance in ASA Circle Rule situations.

10. A dropped third strike is called a strikeout on the batter, however the ball is live and runners may advance, subject to the rules of advancing in Section 15.5.9.
11. Walks are permitted in Rookie League, subject to the following: during the first half of the season, a defensive team may only yield two walks in any inning. These walks may not be to consecutive batters. If 4-ball counts are reached to two consecutive batters, the second batter shall receive Coach/Parent pitching in the manner specified below; on the next 4-ball count in the same inning, the batter is awarded first base if it will not exceed the two-walk limit. When parent/coach pitching to a batter is required as set forth above, their own team's Coach or Parent will pitch up to three pitches (if the batter had zero strikes at the time of Ball Four, she gets three pitches - if the batter had one strike, she gets two pitches - if the batter had two strikes, she gets one pitch). Coach/Parent pitches must be from the pitching rubber, and Coaches/Parents are encouraged to pitch at a speed consistent with player pitching. The ball must be put in play during those pitches or the batter is out. A batter fouling or tipping the last pitch is entitled to receive another pitch, however if the tip or foul is caught by another player, the batter is out. Bunting is not allowed at this time. The Coach/Parent must make every attempt to avoid being hit by the batted ball; if the Coach/Parent is hit by the batted ball, a dead ball is declared and the pitch is taken over. In the second half of the season, there are unlimited walks and no coach/parent pitching.
12. If a pitched or thrown ball lodges in or under the wire mesh or any other materials of the back stop in back of home plate, the ball is dead. Only advancing runners may continue and only to the next base.
13. There is no infield fly rule in this league.

20.0 10U (JUNIOR) RULES

20.1 Definition of a Game

1. A maximum of 7 innings unless the score is tied and the following maximum game time limit has not been reached. No new inning may begin after 1 hour and 30 minutes; there is no "drop dead" rule. An inning immediately commences when the last out or fifth "run ahead" (See Rule 16.1.3) is recorded in the previous inning. The championship game shall be a minimum of 6 innings, regardless of the time limit.
2. Start time will be at 5:30 PM on weekdays, if the game is played at LCHS (must wait for LCHS team to finish) or at 5:15 on weekdays if played at FIS West. Weekend game times will vary.
3. An inning shall be over offensively, and the next offensive inning begins at the exact moment when three outs are recorded or due to the "5 Run Ahead Rule," whichever comes first. The "5 Run Ahead Rule:"
 - i. The team ahead or tied at the beginning of its turn at bat is limited to scoring five (5) runs in that inning.
 - ii. The team trailing shall be allowed to score until it is five (5) runs ahead. In such innings when play is stopped due to the 5 Run Ahead Rule, the last player to bat shall bat first in the next inning unless the batter put the ball in play.
4. An official game shall be a minimum of 3 complete innings (2 and one-half if home team is ahead). Refer to Section 16.1.8 regarding darkness or inclement weather.
5. If a game does not start on time, then the starting time may be advanced and the respective time limit will be advanced accordingly.
6. A team shall be forced to forfeit a game if that team is unable to field at least eight defensive players.
7. The umpire's watch is the official time unless determined otherwise by mutual agreement between both Team Managers. The time be recorded in the scorebook by the official scorekeeper. Both Team Managers and the umpire shall synchronize their watches prior to the start of the game. Per ASA Rule 5, Section 10, time begins with the first pitch.
8. The umpire shall decide whether the game shall start or not. A game may be called at any time at the discretion of the umpire due to darkness or inclement weather. In the event of rain, a game may be delayed for the maximum of 20 minutes before a game may be continued or rescheduled. If a game which has not completed three innings (2 and one-half if home team is ahead) is called

for the above reasons and the absolute time limit has not been reached, the game will be rescheduled as a new game by the League General Manager with the consent of the Board.

9. If an official game is called and an inning is not completed, the game score reverts back to the score at the end of the previously completed inning.
10. During any game played at LCHS' Varsity Field, 10U teams are not allowed to use the batting cage behind the Varsity Field's third base dugout.
11. In playoff games, modified international tie-breaker (start inning with no outs and with last runner out from prior inning placed on second base) will be used if a tie exists when the game would normally have ended.

20.2 **Player Participation**

1. All players will bat in rotation, whether they are playing defensively or not.
2. A minimum of eight and maximum of nine defensive players are allowed. If a manager is reasonably certain that the team will be unable to field nine players for any game, the manager may use players from the Rookie League ("Play-Up Players"). Play-Up Players shall a) bat after all of the team's regular players in the lineup; and b) not play any infield position. Any manager who uses Play-Up Players and, as a result, ends up with more than 10 players for a game may, at the discretion of the League General Manager, be prevented from using Play-Up Players in future games. Each team may only use a specific Rookie player one time as its Play Up Player; the same Rookie player cannot play up more than one time for the same Junior team. .
3. All players must play a minimum of three innings in the field.
4. Each player must play one of the infield positions (P,C,1B,2B,SS or 3B) in at least one inning by the end of each game's third inning.
5. Open substitutions are allowed. Substitutions must be made by the top of the 3rd inning. The only exceptions to this rule shall be injury, absence, or disciplinary action.
6. If a player is not scheduled to play three innings and is present at the game in uniform, the opposing team manager must be notified prior to the commencement of the game.
7. If a player is not allowed to play for disciplinary reasons, the League General Manager must be notified by the Team Manager prior to the next scheduled game.
8. In the event a batter is injured during an at bat, he shall be replaced by the next batter in the line up who shall inherit the injured batter's count.
9. If any player leaves the game for legitimate personal reasons (as opposed to strategic reasons), no out or other penalty shall be imposed.

20.3 **Playing Rules – Defense**

1. All outfielders must play at least 30 feet behind the baselines. No short fielders or extra infielders are allowed.
2. The catcher must wear protective equipment.
3. The hidden ball trick is not allowed.
4. Per ASA Rule 8, Section 5B, a fielder who is not in possession of the ball or in the act of fielding a batted ball may not impede the progress of a runner or batter-runner who is legally running the bases. For example, a catcher without possession of the ball may not block a runner from reaching home plate.

20.4 **Pitching Rules**

1. No pitcher may pitch more than 3 innings per game; however, in any innings after the sixth inning, any pitcher is eligible to pitch.
2. Once a player is removed as a pitcher, the player may pitch again in the same game – innings pitched do not have to be consecutive.
3. One pitch to a batter equals one inning pitched. The one pitch rule does not fulfill the "player participation" rule in this rulebook.
4. If a pitcher hits more than two batters in the same inning, or hits two batters in one inning and another batter in the next inning, the umpire may, in his or her discretion, remove the pitcher from the game as a pitcher.
5. Pitchers are allowed a maximum of three warm up pitches between innings once a catcher is ready with gear on to receive pitches. The team manager shall ensure that the catcher gets ready to receive pitches as quickly as possible. If a relief pitcher is brought in, she may throw as many pitches as necessary to warm up.
6. Rules pertaining to the balk will prevail. The umpire will give each pitcher one warning.
7. The rules pertaining to maintaining a proper pitching motion will be enforced by the umpire. Special emphasis will be given to a pitcher: 1) starting her delivery without both feet on the

rubber, 2) stepping back or using a rocking motion prior to delivery, and 3) “crow-hopping”. Each pitcher will be given one explanation of the violation. After the explanation is given, should the same violation recur, the pitch will be called a ball as an illegal pitch (reference ASA Rule 6, Sections 1 and 3 for definition of proper pitching motion). If a Manager wishes to call the umpire’s attention to an opposing pitcher’s motion, this may be done one time only per pitcher and shall only be done between batters or between innings in a manner which will not disrupt the flow of the game, and quietly enough so that the pitcher will not hear the discussion.

8. Intentional walks are not permitted in Junior League.
9. These eligibility rules apply to all games including rescheduled, postponed, make-up and tie-breakers, unless otherwise agreed by the Board. These rules do not apply to All-Star or Tournament games.

20.5 **Playing Rules – Offense**

1. Helmets with face protectors and chin straps must be worn at all times by base runners, batter and on deck batter.
2. A late arrival shall bat at the bottom of the lineup.
3. Only the batter and on-deck batter are allowed to hold or swing bats.
4. Batter throwing bat or helmet in anger shall be removed from game by the umpire.
5. A batter will be called out for throwing his/her bat after a fair hit, a foul ball or a swing and a miss. The ball is dead and the runners may not advance.
6. An “advance” includes a stolen base, wild pitch, a passed ball or a wild throw from the catcher to the pitcher. The following applies to advancing in Junior League: 1) a runner may advance one base per pitch, as allowed by ASA Rules (if a runner attempts to advance beyond the one allowed base per pitch, the runner shall be called out if she is tagged by the fielder prior to returning to the allowed base – if time out is called by the umpire prior to such a tag being applied, then the runner may safely return to the allowed base); 2) the runner may lead off or advance only when the pitched ball has left the pitcher’s hand; 3) if the runner leaves the base early, the runner shall be called out; 4) for the first half of the season home plate is closed, but home plate is open during the second half of the season.
7. Consistent with ASA Rules, there is no “must slide” rule. Instead, a runner must attempt to avoid collision with the defensive player. If, in the judgment of the umpire, a runner fails to avoid a collision with the defensive player or affects the play by failing to slide, the runner is out.
8. If the umpire observes any intentional collision, the player will be ejected and face possible suspension from future games at the discretion of the Board.
9. If a defensive player fakes a tag to force a runner to slide, the runner shall advance one base.
10. The batter may advance on a dropped third strike, provided (1) first base is unoccupied, or (2) first base is occupied with two outs. A batter does not give herself up until she reaches the dugout or dugout steps, at which time she may not attempt to go to first base and shall be out.
11. If a pitched ball or thrown ball lodges in or under the wire mesh or any other material of the backstop in back of home plate, the ball is dead. Only advancing base runners may continue and only to the next base.
12. There is no Infield fly rule in this Division.
13. The ASA Circle Rule shall apply without modification.
14. Batters may not do “bunt-style bat wagging.”

21.0 **12U (SENIOR) and 13O (SUPERSENIOR) RULES**

21.1 **Definition of a Game**

1. A maximum of 7 innings, unless the score is tied and the following maximum time limit has not been reached. No new inning may begin after 1 hour and 30 minutes, and there is no “drop dead” rule. An inning commences when the last out is recorded in the previous inning. The championship game shall be a 7 inning game (except due to Rule 17.1.8), and no time limit applies. In interleague games, time limits may vary due to local rules.
2. Games will be started at 5:30 PM or 7:30 PM weekdays (must wait for LCHS games to finish). Game times will vary on Saturday.
3. An official game shall be a minimum of three complete innings (2 and one-half if home team is ahead). Refer to Section 17.1.8 regarding darkness or inclement weather.
4. A team shall be forced to forfeit a game if that team is unable to field at least eight defensive players.

5. If a team is leading its opponent by at least fifteen runs after three innings (2 and one-half or before completion of its third at bat if home team is ahead) or by at least eight runs after five innings have been played (4 and one-half or before completion of its fifth at bat if home team is ahead), the game shall be terminated.
6. If a game does not begin at its scheduled starting time, then the starting time may be advanced and the respective time limit will be advanced accordingly.
7. The umpire's watch is the official time unless otherwise agreed by both Team Managers. The scorekeeper will record the game's start time in the scorebook. Both Team Managers and the umpire shall synchronize their watches prior to the start of the game. Per ASA Rule 5, Section 10, time begins with the first pitch.
8. The umpire shall decide whether the game shall start or not. A game may be called at any time at the discretion of the umpire due to darkness or inclement weather. In the event of rain, a game may be delayed for the maximum of 20 minutes before a game may be continued or rescheduled. If a game which has not completed three innings (2 and one-half if the home team is ahead) is called for the above reasons and the absolute time limit has not been reached, the game will be rescheduled as a new game by the League General Manager with the consent of the Board.
9. If an official game is called and an inning is not completed, the game score reverts back to the score at the end of the previously completed inning.
10. During any games played at LCHS Varsity Field, 12U and 13O teams are not allowed to use the batting cage behind the Varsity Field's third base dugout.
11. In playoff games, modified international tie-breaker (start inning with 1 out and with last runner out from prior inning placed on second base) will be used if a tie exists when the game would normally have ended.
12. In order to facilitate interleague play with neighboring softball associations, the General Manager may make modifications to the rules in Section 17, provided that such modifications are documented and approved by the Vice President of Softball.

21.2 **Player Participation**

1. All players will bat in rotation, whether they are playing defensively or not.
2. A minimum of eight and a maximum of nine defensive players are allowed. If a manager is reasonably certain that the team will be unable to field nine players for any game, the manager may use players from lower age Leagues ("Play-Up Players"). Play-Up Players shall a) bat after all of the team's regular players in the lineup; and b) not play any infield position, except that Senior pitchers may play up and pitch in Super Senior in the absence of a competent Super Senior pitcher. Any manager who uses Play-Up Players and, as a result, ends up with more than 9 players for a game may, at the discretion of the League General Manager, be prevented from using Play-Up Players in future games. Each team may only use a specific Junior player one time as its Play Up Player; the same Junior player cannot play up more than one time for the same Senior team.
3. Open substitutions are allowed. Substitutions must be made by the top of the 3rd inning. The only exceptions to this rule shall be injury, absence, or disciplinary action.
4. If a player is not scheduled to play three innings and is present at the game in uniform, the opposing Team Manager must be notified prior to the commencement of the game.
5. If a player is not allowed to play for disciplinary reasons, the League General Manager must be notified by the Team Manager prior to the next scheduled game.
6. If a player is injured during an at bat, she shall be replaced by the next batter in the line-up who shall inherit the injured batter's count.
7. If any player leaves the game for legitimate personal reasons (as opposed to strategic reasons), no out or other penalty shall be imposed.
8. If a Senior team does not have a designated pitcher (P1 draft designation) available to play, with General Manager approval a pitcher from another Senior team, who has equal or lesser pitching abilities than the missing pitcher, may act as a substitute for the absent pitcher. In this situation, an injured pitcher who plays a non-pitching position shall bat second-to-last in the lineup, and the substitute pitcher shall be last.

21.3 **Playing Rules – Defense**

1. Catchers must wear protective catcher's equipment.
2. The hidden ball trick is not allowed.
3. Per ASA Rule 8, Section 5B, a fielder who is not in possession of the ball or in the act of fielding a batted ball may not impede the progress of a runner or batter-runner who is legally running the

bases. For example, a catcher without possession of the ball may not block a runner from reaching home plate.

21.4 **Pitching Rules**

1. There is no inning limit for pitchers.
2. Per ASA Rules, a pitcher may pitch again in the same game once she has been removed from pitching; no warm up pitches are allowed if a pitcher is removed from pitching and later returns to pitch in the same inning.
3. If a pitcher hits more than two batters in the same inning, or hits two batters in one inning and another batter in the next inning, the umpire may, in his or her discretion, remove the pitcher from the game as a pitcher.
4. Rules pertaining to the balk will prevail. There will be no umpire warnings.
5. Pitchers are allowed a maximum of three warm up pitches between innings once a catcher is ready with gear on to receive pitches. The team manager shall ensure that the catcher gets ready to receive pitches as quickly as possible. If a relief pitcher is brought in, she may throw as many pitches as necessary to warm up.
6. The rules pertaining to maintaining a proper pitching motion will be enforced by the umpire without the benefit of warning (reference ASA Rule 6, Sections 1 and 3 for definition of proper pitching motion). If a Manager wishes to call the umpire's attention to an opposing pitcher's motion, this may be done one time only per pitcher and shall only be done between batters or between innings in a manner which will not disrupt the flow of the game, and quietly enough so that the pitcher will not hear the discussion.
7. These eligibility rules apply to all games including rescheduled, postponed, make-up and tie breakers, unless otherwise agreed by the Board. These rules do not apply to All-Star or Tournament games.

21.5 **Playing Rules – Offense**

1. Helmets with face protectors and chin straps must be worn at all times by base runners, batter and on deck batter.
2. A late arrival shall bat at the bottom of the line up.
3. Only the batter and on deck batter are allowed to hold or swing bats.
4. Batter throwing bat or helmet in anger shall be removed from the game by the umpire.
5. A batter will be called out for throwing his bat after a fair hit, a foul ball or a swing and a miss. The ball is dead and the runners may not advance.
6. In Senior League, stealing is pursuant to ASA Rules, with home plate being open, and a runner may advance more than one base if there is an overthrow on an attempt to throw out the runner.
7. Consistent with ASA Rules, there is no "must slide" rule. Instead, a runner must attempt to avoid collision with the defensive player. If, in the judgment of the umpire, a runner fails to avoid a collision with the defensive player or affects the play by failing to slide, the runner is out.
8. If the umpire observes any intentional collision, the player will be ejected and face possible suspension from future games at the discretion of the Board.
9. If a defensive player fakes a tag to force a runner to slide, the runner shall advance one base.
10. The batter may advance on a dropped third strike, providing (1) first base is unoccupied, or (2) first base is occupied with two outs. A batter does not give herself up until he reaches the dugout or dugout steps, at which time he may not attempt to go to first base and shall be out.
11. If a pitched or thrown ball lodges in or under the wire mesh or any other material of the back stop in back of home plate, the ball is dead. Only advancing runners may continue and only to the next base.
12. Infield fly rule is in effect.
13. Batters may not do "bunt-style bat wagging."

22.0 **GAMES ALL LEAGUES**

1. The Association makes every effort not to schedule games in Leagues on days when several of a team's players will not be available to play because of an outside special event scheduled by another recognized community organization or school, including Spring Break. Should it develop that a team has at least 3 players unable to play because of such a conflict, the Team Manager must request at least seven days before the game is scheduled to be played, that the game be rescheduled. For this reason, or if both Managers mutually request a change in the schedule at least seven days in advance, the League General Manager will attempt to reschedule a make-up

date as soon as possible. The Team Managers shall notify the Director of Umpires, Vice President of Baseball/Softball and Vice President of Administration at least seven days in advance of the cancellation. If both teams mutually agree not to make up their game, or if the Board decides the game will not be made up, it will be called a tie. If one team refuses to make up a game it will be considered a 1-0 forfeit against them. If a Manager gives less than seven days' notice of his request to reschedule, and does not have eight players available for the game, the Board, in its discretion, may deem the game a forfeit by that team.

2. No deviation from the schedule, canceling or rescheduling of a game, will be allowed without the consent of the League General Manager and the Board.
3. A game may be forfeited if one team fails to field 8 players within 15 minutes of the scheduled time of a game. No coach or parent can play a defensive position; only eligible players are allowed to play defensive positions. If a team is short-handed, it is required to play all six defensive positions in the infield and cover the outfield with any remaining players. A game also shall be forfeited to the opposing team when a team employs tactics clearly designed, in the judgment of the umpire, to delay or shorten the game.
4. A tie game will be counted as ½ game won and ½ game lost.
5. In a one-division League, and if there is no play-off, the League Champion will be the leading team at the end of the season. (In all Leagues in which there is a play-off, the champion will be the winner of the play-offs.) In the event of a tie, a play-off game will be arranged if possible; otherwise the Tie-Breaker Rule will apply.
6. Tie-Breaker Rules:
 - Step 1. The winner will be determined using head-to-head games involving the teams tied.
 - Step 2. If there still remains a tie, the winner will be determined using the combined scores of only head-to-head games involving the teams tied.
 - Step 3. If there still remains a tie, the winner will be determined using the fewest runs allowed of only head-to-head games involving the teams tied.
 - Step 4. If there still remains a tie, the winner will be determined using the fewest runs allowed of all games played during the regular season. If the teams did not play the same number of games, the score(s) of the last game(s) played by the team that played the most game(s) will not be counted.
 - Step 5. If there still remains a tie, the winner will be determined by using the most runs scored in all games played during the regular season. If the teams did not play the same number of games, the score(s) of the last game(s) played by the team that played the most game(s) will not be counted.
 - Step 6. If there still remains a tie, the winner will be determined by a coin toss officiated by the League General Manager and Vice President.
 - Step 7. If there is a three-way tie, the same rules as above will apply.
7. In two-division Leagues, General Manager will select a playoff format subject to the approval of the Vice President and announce it to the Team Managers before the first regular season game.
8. For all baseball leagues, playoff games shall be played until completion. There shall be no time limit for playoff games. If a game is called because of darkness or rain, it will be resumed on a date and time set by the division General Manager. The pitching rules that were in effect when the game initially started will remain in effect until it is completed. (In other words, if a player was ineligible to pitch when the game began, he will remain ineligible to pitch until the game is completed, even if it is on a different day.) If a player cannot attend the game when it is resumed, he will be dropped from the batting order without penalty to his team, but the batting order cannot otherwise be altered. If a player did not attend the first part of a delayed game, but is able to attend when it resumes, he will be added to the bottom of the batting order without penalty to his team. For the **BRONCO** division, the pitching calendar will reset at the conclusion of the regular season, and at the conclusion of pool play, to allow teams to be able to use their best pitchers at both the start of the playoffs, and for the championship game(s). Managers are strongly encouraged to monitor pitch counts and not put their desire to win ahead of the health of their players.

23.0 SCOREKEEPER

- 23.1 An official scorekeeper shall be provided by the home team. If the home team is unable to provide a scorekeeper, the managers shall designate and agree upon an official scorekeeper.

- 23.2 The scorekeeper shall be responsible for the following:
- 23.2.a Recording the starting and ending time, date and teams playing.
 - 23.2.b For softball, tally runs scored and make best efforts to tally balls and strikes.
 - 23.2.c For baseball, record at-bats, hits, runs, strikeouts, bases on balls, number of pitches thrown by each pitcher and the actual starting time of games. The official scorekeeper shall also record any inning a player does not play a complete inning on the field.
PINTO and MUSTANG: The official scorekeeper shall record each player who has played a complete inning in the infield.
 - 23.2.d For baseball, if the scorekeeper has knowledge of an ineligible player or an improper batter is about to be used in the game, the scorekeeper must notify the opposing manager.

24.0 EMERGENCY PROCEDURES

- 24.1 In case of injury, contact parents if at all possible.
- 24.2 Use first aid kit if appropriate, otherwise move ahead on your own, using your best judgment.
- 24.3 In case of a serious emergency, call 911.
- 24.4 Complete injury report sheet and submit to respective Association Vice President.
- 24.5 **COMMUNICABLE DISEASE PROCEDURES**

While risk of one athlete infecting another with HIV/AIDS during competition is close to non-existent, there is a remote risk that other blood borne infectious diseases can be transmitted. For example, Hepatitis B can be present in blood as well as in other body fluids. Procedures for reducing potential for transmission of these infectious agents should include, but not be limited to, the following:

- 24.5.a The bleeding must be stopped, the open wound covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may participate.
- 24.5.b Routine use of gloves or other precautions to prevent skin and mucous membrane exposure when contact with blood or other body fluids is anticipated.
- 24.5.c Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other body fluids. Wash hands immediately after removing gloves.
- 24.5.d Clean all contaminated surfaces and equipment with an appropriate disinfectant before competition resumes.
- 24.5.e Practice proper disposal procedures to prevent injuries caused by needles, scalpels and other sharp instruments or devices.
- 24.5.f Although saliva has not been implicated in HIV transmission, to minimize the need for emergency mouth-to-mouth resuscitation, mouthpieces, resuscitation bags, or other ventilation devices should be available for use.
- 24.5.g Athletic trainers/coaches with bleeding or oozing skin conditions should refrain from all direct athletic care until the condition resolves.
- 24.5.h Contaminated towels should be properly disposed of/disinfected.
- 24.5.i Follow acceptable guidelines in the immediate control of bleeding and when handling bloody dressings, mouth guards and other articles containing body fluids.

25.0 ALL-STARS & ALL-STAR GAME

- 25.1 In Pinto, Mustang and Bronco Leagues, All-Stars may, at the discretion of the Board, be chosen and a League All-Star game played, usually at season end.
- 25.2 If All-Stars are selected, there will be two All-Star teams for each League.
- 25.3 All-Stars will be selected by a vote of team players. Team Manager and Coaches shall not vote.
- 25.4 The number of All-Star players to be selected will depend upon the number of teams in each League.
- 25.5 Each team will have an equal number of All-Stars.
- 25.6 Teams shall be paired by overall season finish in the League. If there is a tie, revert to tie-breaker rule in this rule book.
- 25.7 Even number of teams in a League shall be paired as listed below: Teams 1, 4, 6, 8 etc. Teams 2, 3, 5, 7 etc.
- 25.8 Odd number of teams in a League shall be paired as listed below: Teams 1, 4, 6, 8 etc. and half of players selected from last team. Teams 2, 3, 5, 7 etc. and half of players selected from last team.
- 25.9 Managers of 1st and 2nd place teams in a League shall be offered the opportunity to manage the two All-Star teams. They must provide the game ball and get equipment for the game.
- 25.10 It is recommended that each Team Manager from the League be given the opportunity to participate in the All-Star game as base coaches.

- 25.11 The home team will be determined by coin toss by League General Manager.
- 25.12 Each All-Star must be scheduled to play a minimum of three complete innings in the field. It is recommended that each player, if possible, be given the opportunity to play his/her normal position for at least one inning.
- 25.13 Each team shall bat around (no substitute hitters).
- 25.14 Pitchers shall not pitch more than two innings.
- 25.15 The winning All-Star Team Manager shall submit a game report sheet to the League General Manager or other designated person. All players should be mentioned along with play action.

26.0 SOFTBALL SPORTSMANSHIP AWARDS

- 26.1 **Molly Petit Memorial Award.** In Rookie, Junior, Senior and SuperSenior Leagues, the Sportsmanship Award is given to the most “inspirational” player on each team. The player is chosen by the Team Manager and Coach based on sportsmanship, attendance, conduct, attitude etc. The player is not necessarily an All-Star. Announcement of the recipient is made at the awards presentations.
- 26.2 **Jim Barnes Manager of the Year Award.** In Rookie, Junior, Senior and SuperSenior Leagues, the Jim Barnes Manager of the Year award is given to the Team Manager who best demonstrates a) skill and patience as a teacher, b) attendance and timeliness and c) sportsmanship. The Barnes award is specifically not tied to won-loss record. Selection of award winners will be based on a vote of opposing managers and coaches. The General Manager for each league will run the voting process and present the outcome to the Softball Board for ratification.
- 26.3 **Lifetime Spirit Award.** In the Super Senior league, a Lifetime Spirit Award may be awarded to a player of high school age who has demonstrated positive values in Softball for a significant number of years.

27.0 TOURNAMENT TEAMS

- The Association may sponsor “tournament teams” throughout the year. The Director of Tournaments will maintain information on tournaments, and will support each Tournament Team manager by suggesting that he or she maintain a book that can be updated each year, providing information on tournaments.
- 27.1 Tournament Team managers shall be selected by Board vote and approval. Any manager up for consideration who is also a Board member shall be excluded from the voting and selection process for manager of that divisional tournament team manager position. Coaches may be selected by the tournament team manager and do not require Board approval, but will be selected after the selection of the players.
 - 27.2 For the baseball program: In order to encourage more participation and to grow the interest in tournament play, it shall be a goal of LCBSA to have two tournament teams at each of the divisional baseball levels, provided there are a sufficient number of interested and committed players, and supportive parents who will manage, coach and/or assist. The decision to play in specific tournaments or not shall be entirely at the discretion of the manager of the second team. For Softball: The Association provides equipment and new game balls, shirts, stirrups and caps/visors for the tournament team which may be returned, except for caps/visors.
 - 27.3 For the baseball program: In order to achieve cohesive representation as a league, LCBSA will suggest Tournament Teams to attend at least two tournaments as a group. In other words, every Tournament Team should attend at least two tournaments together. Beyond those tournaments, each Tournament Team manager will be responsible for selecting and attending each tournament that he or she sees fit to ensure a positive and competitive experience for his or her team. This goal may be amended or revised by the Board depending on scheduling issues as they arise. The goal is to have all divisions represented at the same tournament, in order to grow and develop a strong reputation and support for LCBSA.
 - 27.4 Softball age groups usually consist of 16&U, 14&U, 12&U, 10&U and 8&U, using a January 1 (of the current year) cutoff date. Baseball age groups use an April 30th cutoff date and consist of Babe Ruth 14-15 year old, Babe Ruth 13 year old, Bronco 12 year old and 11 year old, Mustang 10 year old and 9 year old and Pinto 8 year old and 7 year old. Birth certificates and proof of residency are required. A few tournaments have different age brackets and/or cutoff dates.
 - 27.5 Baseball tournaments are governed by the “Official Rules of Major League Baseball”, “PONY Baseball Rules” and/or “Babe Ruth Rules”. Such rules may be amended by the organizers of each local tournament. Softball tournaments each have their own set of regulations in addition to the “Official Softball Rules”.
 - 27.6 The Association will pay the entry fee for the District Tournament and beyond for any team advancing. For the baseball program, players living outside of the district boundary lines as stated by PONY baseball shall not be eligible to play in the PONY-sanctioned District playoffs unless otherwise approved as eligible

- according to PONY baseball, but are eligible for all other non- PONY-sanctioned tournaments. Tournament Team managers will need to prepare ahead of time for the occasion some of their players are ineligible to participate in a PONY-sanctioned tournament. Players and parents are responsible for determining their own eligibility prior to trying out for the Tournament Team, understanding that they may not be playing in PONY-sanctioned play. Besides the District Tournament, tournament teams will be financially responsible for all expenses including uniforms, travel, lodging, meals, and entertainment while participating in tournaments.
- 27.7 Selection of Players (For Cooperstown 12U Team(s), please see Rule 23.10 for additional information notwithstanding the rules below): Players selected for the tournament team(s) at each division must have participated in the appropriate division during the current year, having played in at least two thirds (2/3) of his or her team's division games. Players that live outside of the District boundary lines according to PONY Baseball shall be eligible for tournament team play assuming they also comply with the other requirements herein, with the exception that the player will not be eligible to participate in PONY-sanctioned tournaments such as Districts, Sectionals, Regionals, etc., unless previously approved by PONY baseball. It is mandatory that the player attends and participates in at least two evaluations in his division. There will be three evaluations at each division, with the possibility of one additional evaluation at the discretion of the tournament team manager with the division's general manager approval. All division league managers wishing to vote on the player selection must attend at least two of the evaluations. Only the manager from each division team will be eligible to vote on the selection of tournament team players. There will be no substitutions of managers for evaluation purposes. After the evaluation process, all eligible voting managers will meet in order to select the players based on the evaluations, performance during the regular season, and commitment to tournament team play as listed below in Rule 23.14. The tournament team manager in each division will be allowed to individually choose players beyond the initial ten players agreed upon by the group of selecting managers. The number of players to be selected on each team will consist of at least twelve, keeping in mind that Pony Districts require a minimum of twelve players and a maximum of fifteen on each team.
- 27.8 Players are evaluated based on a number of factors including: ability, versatility, attitude, sportsmanship and positive behavior demonstrated throughout the season by the player and their parents. This means that poor behavior by parents can adversely impact a player's ability to be on a tournament team. Players are selected based on their performance during tryouts, observation of players during spring season games, the needs of individual teams, roster size restrictions, family volunteerism, and adherence by the player and his or her family to LCBSA principles and values. It is possible that a skilled player will not be selected if, in the opinion of the coaches, a player or his or her parents are divisive or disruptive to team unity. At the tryouts/evaluations, players may not wear previous "La Cañada" tournament team jerseys or hats.
- 27.9 Cooperstown 12U Player Selection Process: To be eligible, players must have played in the league during the regular season the year before the current year, and in two-thirds (2/3) of those games (excluding illness/injury). Players who are new to the La Cañada area by way of a physical move, and who meet the age and other eligibility requirements, can try out for the Cooperstown team. The 12U Cooperstown team is to be selected from the Bronco Division's 12-year-old players. There will be a Bronco 11 Tournament Team as well, that will compete and be chosen in the same format as all other tournament teams per the selection process rules listed in this section.
- 27.10 Until the regular season and playoffs conclude, Tournament Team Managers should not utilize tournament team players, especially pitchers, to the detriment of the regular season team. For example, tournament pitchers should not pitch during a Friday practice to an extent that will adversely impact his performance in Saturday games.
- 27.11 Player Agreement Forms: To be eligible for baseball tournament team participation, the player and parents must: (a) disclose at tryouts if the player is playing on any sports teams or engaged in any other activity that might conflict with tournament team practices or games, (b) agree that La Canada tournament team practices and games will take priority over all other sports teams and activities, and (c) sign a Player Agreement that describes the expectations, commitment and requirements of tournament team play.
- 27.12 For those LCBSA tournament teams that participate in PONY-sanctioned tournament games, LCBSA is mandated to follow both Official Major League Baseball and PONY National Baseball Rules for a given age division. In addition, each team will bat 9 players and substitution rules are strictly enforced. The coaching staff will have full discretion as to how to make their lineup. There are no guarantees for a minimum amount of playing time. The coaches make every effort to get all players in the game, but it is possible that players will receive little to no playing time. We feel it is very important for players and parents to understand these guidelines before accepting a spot on the roster.
- 27.13 Players, coaching staffs, and parents should keep in mind that the team composition and team management may change from year to year. There are no guarantees that a player will be selected onto a tournament

team simply because they participated on tournament teams in previous seasons. Similarly, there are no guarantees that managers will remain the same from year to year. Tournament team play is encouraged to be a more competitive experience, yet also a learning experience that can be built upon year after year. Sometimes that may require a change in the team itself or the management.

- 27.14 In order to continue growing the strength of our baseball program and to better brand our league, the first selected baseball tournament team at each division shall be known and will register for tournaments as the “La Canada Spartans”. Any second team will register and be known as the “La Canada Cardinal”, and will register for any tournament and be known as such.

28.0 SPECIAL AWARDS

- 28.1 **Rod Boerger Memorial Award** Plaque given to an individual who has managed or coached in LCBSA over a number of years, not necessarily for the record his/her team compiled in the previous season(s).
- 28.2 **Ed Davis and Gilbert “Smitty” Smith Award** Plaque given to an individual in the Association who has been generous of their time, talent, efforts etc. for the betterment of the LCBSA program.
- 28.3 **Kent States Memorial Award** Plaque given recognizing special effort to an individual or organization who goes the extra mile for the Association and who may not be involved with LCBSA on a day-to-day basis.