



LVBA Spring League 2012 Official League Rules

Alcohol/Smoking/ Pets

Due to rules of the Boys & Girls Club the following is not allowed:

- 1 there is **NO** alcohol or smoking of any kind allowed at the Boys & Girls Club.
- 2 there are **no pets/animals** of any kind allowed at the Boys & Girls Club.

Rosters:

There are (2) roster requirements:

- 1 An opening day roster - due February 4, 2012.
- 2 Tournament roster - due May 6, 2012.

1. The reason for the tournament roster is because of injuries and players not being able to participate on a consistent basis during the Spring League. This will prevent teams from loading up teams prior to the tournament. **NOTE:** for a player to be eligible, for the tournament, a player **MUST** play in at least 5 league games - **NO EXCEPTIONS.**
2. Players **CANNOT** play on 2 different teams in the same age division. Players can play up an age division.

Bats Rules (REVISED 3/14/2012)

8u - 12u - All youth bats must meet the 1.15 BPF - (Bat Performance Factor) and be stamped as such, be a BBCOR bat or be a wood bat.

Spikes:

Metal Spikes are allowed for 12u league only.

No EH/ DH Optional:

Teams may bat 9 players, 10 players or their entire line-up. However, for teams electing to bat their entire line-up, if a player leaves the game for sickness or injury his team will **NOT BE** penalized an out when this player's turn to bat comes up. If a player is ejected and his turn comes to bat, his team **WILL BE** penalized with an out. Teams electing to hit 9 or 10 player line-ups must maintain that number for the entire game.

Defensive Substitutions:

Players must be in the offensive line-up to play defense. Then defensive substitutions are unlimited.

Coin Flip:

A coin flip will be done to determine home team for all league. For all tournament games the highest seed will be home team.

Home Team:

Will be the official book.

Re-Entry:

Starter may enter one time to the same spot in the batting order.

Sliding/ Base Runners:

Must slide or avoid when the defensive player has the ball or is ready to make a play. Failure to do so, in the umpires' determination could result in an ejection from the game. **No sliding headfirst into home plate. If a player slides headfirst into home plate, he will be declared automatically out.**

Speed Up Rule:

A courtesy runner will be allowed for the pitcher or catcher at anytime. Teams hitting the entire line-up must use the last recorded out.

Offensive Changes:

Must be reported to the home plate umpire.

Meetings:

Eliminate all team meetings before going out to play defense. This will be enforced.

Ejections:

If a manager or coach is ejected from a game, they will receive an automatic 1 game suspension. The ejection will be reviewed. Upon review a longer suspension could be imposed. If a parent is ejected for any reason, they will no longer be allowed inside the fenced in area at the Boys & Girls club. If a player is ejected for any reason, that player will receive an automatic 1 game suspension. The ejection will be reviewed. Upon review a longer suspension could be imposed.

Pitching Rules:

- a) Once a pitcher is removed from the game, he may not re-enter that game as a pitcher.
- b) Coaches must remove the pitcher upon his 2nd trip to the mound in the same inning.
- c) Use good judgment.
- d) **No warning on balks.** There will be leniency in the 8u & 9u divisions.

**Dropped 3rd Strikes/
Leads:**

Runners may run unless first base is occupied with 1 or less outs. If 1st base is occupied with 2 outs runners are allowed to run on a dropped 3rd strike. Lead-offs are allowed.

Protests

No protests are allowed on judgment calls made by the umpire. Protests will be handled at the time of the protest and not after the game. Umpires may confer with LVBA staff on rule interpretations.

**League Play
Tie Breakers
For Seedings:**

Best record, head to head, fewest runs allowed, and coin flip. ***TIES WILL BE ALLOWED.**

**Suspended-
Completed Games:**

A game shall be ruled as official and complete if it is called by the home plate umpire due to rain, inclement weather, lighting failure or other reasons beyond our control - provided 4 or more complete innings have been played. If 4 innings have not been completed, the game shall be suspended, and resumed from that point, when safe play can be resumed. If a game is ruled a complete game but the next full inning has not been completed, the final score will revert back to the end of the last completed inning.

**League Game
Time Limits:**

No new inning will begin after **1:45** for all ages. This excludes the 8u division. See 8u time rules below. If games end in a tie after 6 innings, they may be played out until time limitations occur - 1:45

**Championship
Time Limits:**

There will be no time limit for the championship game in any age division.

**Pitching/Base
Distances & Innings
Time Limits:**

- 12u** - Pitching 50', Bases 70' and 6 inning games or teams may continue to play until the 1:45 time limit.
- 11u** - Pitching 50', Bases 70' and 6 inning games or teams may continue to play until the 1:45 time limit.
- 10u** - Pitching 50', Bases 70' and 6 inning games or teams may continue to play until the 1:45 time limit.
- 9u** - Pitching 46', Bases 65' and 6 inning games or teams may continue to play until the 1:45 time limit.
- 8u** - Pitching 40', Bases 60' and, 6 inning games or teams may continue to play until the 1:30 time limit.

Forfeits:

Teams must start each game with 9 players. Teams may finish a game with fewer players. Forfeits will be recorded as a 6-0 score.

Run Rules:

10 runs after 5 innings during the season - DOES NOT APPLY TO THE TOURNAMENT. See tournament run rule below.

**Run Rule
Tournament:**

6 inning game - 15 after 3 innings, 8 after 4 innings. (Championship games included.)

League Rules - 8U Division**Defensive Players:**

Nine (9) players shall play the field.

Batters:

Bunting is allowed.
To intentionally walk a batter, a coach just needs to inform the umpire before the pitch is thrown to the batter.

Runners:

Stealing is allowed once the ball crosses the plate. Stealing of home is not allowed.

No lead-offs. Players cannot leave base until after the ball crosses home plate. If a player leaves early and is thrown out, they are out. If they are safe: 1st offense, they must return to previous base: 2nd offense in the same inning they are out. If the ball is hit, the defensive team has the option of the result of the play or dead ball and runner returns and hitter hits again. Once the ball is thrown back to the pitcher by the catcher or any fielder at the conclusion of a play, at the umpire judgment, all base runners must return to their previous base if they are not at least halfway to next base. Runners may only score on a hit or when forced to score by a walk, HBP, or award from the umpire.

Runners shall not advance from third base to home on passed balls, wild pitchers or dropped/missed third strikes by the catcher.