

LAKE VIEW ATHLETICS ASSOCIATION

BASEBALL DIVISION RULES

Major Boys Division: 11 and 12 year olds play Mondays, Wednesdays, Fridays, Saturdays
Age cut-off date: April 30th

Start Times: 6:00 PM on weekdays – 9:00 AM, Noon on Saturdays

Distances: Bases are 70 feet from back of base (home plate) to front of base.
Pitchers Mound is 50 feet from back of home plate to front of pitching rubber.

Fields of Play: Diamonds 3 – 5 – Rotary 2 at Nike Base

Game Ball: Cal Ripken League regulation baseball

Rules will be taken from the Cal Ripken/Babe Ruth League Rulebook. The following local rules are additional or will take precedence over those printed in the rule book:

1. GENERAL

1.1. The home team sits in first base dugout.

1.2. Number of fielders

1.2.1. **Major Division:** Minimum = 8, Maximum = 9

1.2.2. Game cannot start until the minimum number of fielders are available for each team. If a team is not able to field the minimum number of fielders within 10 minutes after the scheduled start time, the game is forfeited.

1.3. No inning may start after 8:30 PM on weekdays, or 2 ½ hours after the start of a game on Saturdays.

1.4. Only the umpire, league director or designated official may suspend play in the event of bad weather.

1.5. Official Game length: **Major Division** – 6 innings

1.5.1. **Major Division:** Four (4) complete innings will make an official game if play is stopped due to darkness or bad weather. Three and a half innings if home team is winning

1.6. If a game is suspended for darkness or bad weather prior to completing the official game length (*rule 1.5*), the score reverts to the end of the last full inning and the game will be completed at a later date.

1.7. No game can be rescheduled without approval of the League Scheduler.

2. BATTING

2.1. All innings consist of three outs with no limit on the number of batters.

2.2. Bunting

2.2.1. **Major Division:** Bunting is allowed

2.3. Infield Fly Rule

2.3.1. **Major Division:** Infield fly rule is used

2.4. Dropped third strike

2.4.1. **Major Division:** If the Catcher drops the ball on a third strike, Batter CAN run on a dropped third strike only if first base is unoccupied. If first base is occupied by another Runner, the Batter is called out unless there are two outs. If there are two outs and first base is occupied, the Batter CAN run on a dropped third strike.

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2.5. Mercy rule

2.5.1. **Major Division:** The game is stopped after four (4) innings if a team is ahead by 15 or more runs.

2.6. No big barrel bats are allowed. Max barrel size is 2 ¼”.

3. PITCHING

3.1. Strike Zone

3.1.1. **Major Division:** Shoulders to knees

3.2. Walks

3.2.1. **Major Division:** There are **no** intentional walks allowed in any form.

3.3. **Major Divisions only:** A pitcher can pitch a maximum of two (2) consecutive innings per game, and a maximum of six (6) innings per week, inclusive of any games played for any travel team. Players may not pitch on back to back days in the same week for house. The week starts on Friday and house coaches must consult with the league on any innings pitched from Friday through Sunday for travel players before the first pitch on Monday. Travel coaches must provide a detailed list of innings pitched every Sunday end of day. One pitch constitutes an inning. **Any coach that allows a player to pitch more than the allotted amount of innings – for a game or a week – will forfeit the game in which the infraction occurs.**

Additionally, the Lake View Athletics travel baseball program has been developed to afford skilled players the ability to compete against the area’s top players. As such, travel pitchers shall be utilized to maximize their availability to pitch in travel games, and ensure that precautions against injury are well safeguarded. At the discretion of the travel coach, travel pitchers need to be afforded rest both after pitching in travel, and in advance of scheduled travel innings. In order to accommodate this, travel players ability to pitch in house games or scrimmages shall be at the sole discretion of the travel coach. House coaches are expected to maintain regular dialogue with the travel coach to confirm player availability to pitch. Travel coaches may elect to provide season long approval, conditional approval/parameters, or may require game to game approval. This is likely to vary by player. Travel players may not pitch in house games without this approval. **Any travel player used to pitch in a house game without the travel coach’s consent may forfeit their ability to pitch in any additional house games for the remainder of the season, and the house team will forfeit the game in which the infraction occurs.**

4. BASERUNNING

4.1. No leadoffs are allowed prior to the pitch leaving the pitcher’s hand.

4.1.1. **Major Division:** Base runners cannot leave their base until the ball leaves the pitcher’s hand. Runners will receive one warning for leaving their base too soon. If they leave too early a second time, the play is dead and that runner will be called out.

4.2. Stealing

4.2.1. **Major Division:** Stealing is allowed.

4.3. Runners must slide at all bases, except first base but including home, when the fielder has possession of the ball and is in position to make a play. **No** headfirst slides. If a player fails to slide on a play, that player will be called out.

4.4. Overthrows that go out of play shall use standard baseball rulings. Many common plays result in the runners advancing two bases.

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4.4.1. Example #1 – runner on second base, batter hits ball to shortstop, shortstop makes play on ball and throws to first to put out batter-runner, throw is wild and goes out of play, runner from second base is awarded home (2 bases) and batter-runner is awarded second base (2 bases)

4.4.2. Example #2 – runner on first, batter hits ground ball into the outfield, at the time the outfielder throws the ball toward third to make a play on the runner from first, the runner has already touched second base but the batter runner has not yet touched first, the throw is wild and goes out of play, the runner from first is awarded home (2 bases) and the batter-runner is awarded second base (2 bases).

4.4.3. There are many other situations which the umpires will be trained on. Please respect their judgment on the field.

4.5. Advancement of runners – Major Division only: Coaches shall advance their runners as follows

4.5.1. Play is considered dead when the pitcher has possession of the ball on the mound.

4.5.2. Runners may advance when a play is being made on them.

5. EQUIPMENT

5.1. Game Ball

5.1.1. **Major Division:** Cal Ripken League baseball

5.2. The batter, on-deck batter, and all base runners must wear a batting helmet.

5.3. Pitcher must wear a helmet during between inning warm-ups.

5.4. Pitcher may wear a heart-guard (provided by the league), however this is optional and at the discretion of the player and coach.

5.5. Only rubber molded cleats or tennis shoes are allowed, **NO** metal spikes.

5.6. Catcher will wear a helmet with face-guard, chest protector and shin guards during warm-ups and in the game.

5.7. A protective cup is strongly recommended for all position players, especially catchers and pitchers

5.8. Shorts or cut-offs are not allowed. Baseball pants must be worn.

5.9. Players will wear full issued uniform or they will not be allowed to play in the game.

6. SUBSTITUTION

6.1. Free substitution is allowed except for pitchers (*rule 3.3*). Players can leave the game at any inning from any position and return at any inning to any position.

6.2. No player shall sit two (2) consecutive innings unless there is an injury to the player.

6.3. No player shall sit more than one (1) inning for a game unless all players have already sat at least one (1) inning.

6.4. Shortage of players

6.4.1. If a team is short of players, a player or players may be brought up from the next lower division of Lake View Baseball with the knowledge and permission of the director and the substitute player's coach. Should a regular roster player arrive late, the called-up player will finish that inning, whether he is scheduled to bat or in the field, and then give way to the regular roster player.

6.4.2. A called-up player **CANNOT** pitch. He should be used only in the outfield unless injuries, additional shortage of players or opposing coach agrees that they can play the infield position.

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6.4.3. A called-up player needs to wear his actual team jersey from the lower division.

6.5. Each player must play at least two (2) innings in the infield, keeping safety of such players in mind.

7. CONDUCT

7.1. A player throwing a bat unintentionally will be given a warning the first time. The second time in the same game, play will be stopped and the batter will be called out (strike out).

7.1.1. If the ball is hit and put into play on the second offense, the play is dead and base runners may not advance.

7.2. The umpire will give a player abusing equipment a warning. A second incident in the same game will result in automatic ejection for the remainder of the game.

7.3. If any umpire or coach has a discipline problem with a player, a complaint should be filed with the Division Director. If justified, the complaint will be taken to the league Board of Directors. If voted upon, a player may be suspended for one (1) game. The suspended player must attend the game and sit on the bench.