

VIII. MINOR LEAGUE

(a) PLAYING RULES –

1. The official playing rules, with the exceptions and variations contained herein and the Lakewood Youth Baseball Association By-Laws shall be the Lakewood Youth League Rule book.
2. Ten players may be utilized defensively
 1. **NOTE:** There shall be four outfielders when a tenth player is utilized. Outfielders shall be stationed at least 5 feet from the grass edge. These players must remain in position until the pitched ball crosses the home plate.
 3. The speed of the pitching machine is to be set at 40mph.
- (b) Players, managers and coaches shall remain in the dugouts, on the benches, or in the prescribed areas throughout the game.
- (c) A maximum of (2) two coaches will be permitted in the outfield area, (behind the players) to coach/encourage players during play.
- (d) Eight (8) players are needed to start a game and an out must be taken in the ninth (9th) batters spot if only eight (8) players are present. Note: If additional players show up they must be inserted at the bottom of the line up.
- (e) Each player on the team must play in at least 2 innings of each game. Each team will bat their complete roster during season games.
- (f) A batter shall be declared out after failing to hit a fair ball after 5 pitches delivered by a pitching machine.
 1. The batter is out if there are 3 strikes before the fifth pitch. In the event the batter strikes a foul ball, regular baseball rules apply regardless of the five-pitch rule.
 2. The coach at the pitching machine is permitted to only coach/encourage the batter. He/She is not permitted to instruct the runners.
- (g) If a batted ball strikes the pitching machine; vertically rising portion of the extension cord; or the pitching coach, the ball is dead. The batter is awarded first base, only forced runners advance.
- (h) The pitcher in the infield must have one foot in the dirt and even with the rubber, he/she may not change or advance towards the batter until the ball reaches the plate.
- (i) A maximum of three (3) bunts, which are in fair play permitted per inning.
- (j) Batters are not permitted to show bunt, pull back and then swing or slug bunt.
Penalty: Batter is out and runners not permitted to advance.
- (k) When a batter squares to bunt, he/she must pull back if not offering at the pitch.
- (l) Squaring around and waving the bat with the intent (in the umpire's judgment) of distracting the pitcher is not allowed. If the batter attempts to bunt the pitch there is no penalty, if the batter pulls back the umpire should call a strike and give the team at bat a warning, the next violation will result in an automatic out.

LYBA Bylaws Appendix B

- (m) **Overthrows:** One (1) overthrow permitted per at bat. Runners may attempt to advance one (1) base after an overthrow. The base runner is liable for an out if the fielders gain control of the ball and are able to throw him/her out.
- An overthrow to a cutoff or relay player does not count as an overthrow for the purpose of this rule, the overthrow can only occur at a base where a play on a runner could take place.
 - Base runners that attempt to take a second base after the overthrow are still liable for an out; if safe the runner will be sent back to the appropriate base.
- (n) When the ball is in the possession of an infielder (in the infield) and, per the umpire's judgment, all play on the runner or runners has ceased, the umpire shall recognize "**TIME**". The ball is dead and shall be returned to the mound. Runners cannot advance to the next base when an infielder has control of the ball.
- (o) No stealing or head first sliding is permitted unless the runner is returning to the bag.
- (p) A runner who leaves a base early is to be sent back to the original base.
- (q) All runners must avoid a collision at home plate by sliding.
- (r) There is no infield fly rule.
- (s) No team shall score more than five runs in one inning. If there are less than 3 outs when five runs are scored, the teams shall change sides.
THIS RULE DOES NOT APPLY IN THE SIXTH INNING.
- (t) Length of games: 6 innings in duration.
1. Extra innings permitted in the event of a tie, time-limit permitting.
 2. Time-limit, no new innings to be started 2 hours after the game start time.
 3. If after four (4) innings, three and one half-innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the game will be called due to the "**Mercy Rule.**" If after five (5) innings, four and one half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the game will be called due to the "**Mercy Rule.**"

Final 3/8/2010