

LYB 2009 Proposed Rule Changes

LYB Constitution Changes:

ARTICLE IX: LEAGUE STRUCTURE: Section 2

C. Each **Rookie-7/6 team is limited to 7-yr. and 6-yr olds** and each Rookie-8 team is limited to 8 year olds.

D. Each T-Ball team is ~~to have an equal distribution of 5 and 6 year olds wherever possible.~~ **Is limited to 5-yr olds**

ARTICLE XI: TRYOUT SESSIONS, PLAYERS DRAFT AND TRADES; Section 3

A. Rookie players will be assigned as follows(in priority)

1. Geographic location of the players.
2. Returning team members.
3. Members of the same immediate family.
- 4. An equal number of girls on each team.**
- 5. Rookie-7/6 will consist of equal number six and seven year olds.**

B. T-ball players will be assigned as follows(in priority)

- ~~1. An equal number of five and six year old players.~~
2. Geographic location of the players.
3. Returning team members.
4. Members of the same immediate family.
5. An equal number of girls on each team.

T-Ball League: No Proposed Rule Changes

Rookie-7/6:

III. FIELDERS

C. The catcher shall wear the following equipment: A catcher's mask with throat protector, a helmet, chest protector, **protective cup**, and shin guards. **It's the coach's discretion to choose the** catcher's position, **either in the crouch position** behind home plate, or **on** the grass (next to the backstop), until the ball is hit or to retrieve the ball.

IV. PITCHING

A. Rookie-7 League will use a soft toss machine to administer pitches to the batter, If soft toss machine malfunctions or becomes inoperable, the batting coach will administer a manual soft-toss.

(Proposal: Replace with below)

A. Rookie-7 League is coach pitched league where the offensive coach will throw pitches to the batter.

- B. Seven balls will be pitched batter from the soft toss machine, if the batter does not put the ball in play after seven pitches, the batter will be called out.

(Proposal: Replace with below)

- B. *The offensive coach will throw seven balls to the batter, if the batter does not put the ball in play after seven pitches, the batter will be called out.*

VI. MANAGERS/COACHES:

- B. During the game, two defensive coaches may be placed in the outfield. One coach can be placed *between* 1st and 2nd and the other coach between 2nd and 3rd *in the outfield*. These coaches, if used, will be responsible for arranging the defensive outfield. If a batted or thrown ball hits these coaches, the ball is considered a live ball and play shall continue.

V. GENERAL

- A. A team must have at least 7 players to play a game or else the game will be forfeited to the other team. *A forfeit should be avoided, at the discretion of both team managers, if a team is short players, then players from the other team can play for the opposing team until the team can field seven players.*

Rookie-8 League:

II. BATTING

- E. A batter may use any official Little League approved bat.
1. The maximum length of a bat is 28 inches.
 2. The maximum diameter of the bat at its thickest part is 2¼ inches.
 3. *A batter may use any Official Little League approved bat. The bat weight must not be less than 10oz of bat length. Better known as -10 drop bat.*
- F. A batter shall be called out, by the ~~offensive coach~~ *umpire*, for throwing the bat. For the first offense, a warning will be issued. For the second offense, the batter will be called out.
- J. *In coach pitch*, each batter gets a maximum of five(5) pitches. Batter is out on a fifth(5th) pitch foul ball. *Also in coach pitch*, No walks allowed. *Reference Pitching Section A.*
- W. *Under player pitch, the batter will start with a zero balls and zero strike count. The umpire will call official game of balls and strikes.*

III. FIELDERS

- D. Defensive players, after having taken the field to their assigned positions, shall not be changed for the duration of the inning unless an injury substitution *or player pitcher substitution*, is required or a player is ejected from the game.

IV. PITCHING

Coach Pitch:

- A. ~~Pitching is done with a jugs pitching machine. The offensive coach is also the one who feeds the jugs machine.~~
- A. **The first two innings of the game will be coach pitch from 42 feet. The offensive coach will pitch five balls to the batter. Refer to Batting Rule J. for further details. If ball is not put in play, the batter will be out after 5th pitch.**
- B. **For coach pitch, the player playing the pitcher's position shall be positioned evenly and to the left or right of the coach. ~~the pitching machine for fielding purposes.~~**
 - 1. **Play ends with an attempted throw to the player playing in the pitching circle (pitching position), not a throw to the adult coach.**
- C. **Any batted ball, which hits ~~the machine~~ the offensive pitching coach, is a base hit and the ball is considered dead with all runners advancing one base. ~~Thrown balls hitting the machine are dead and runner(s) get the base they are going to or are at~~**

Player Pitch:

- A. **From third inning to the completion of the game, a player from each team may pitch a maximum of one inning per game.**
 - 1. **Pitcher will be allowed four warm-up pitches.**
 - 2. **The first warm-up pitch delivered in each inning by a pitcher shall constitute a charged inning.**
 - 3. **Each new batter will start with a zero ball and zero strike count . The umpire will call an official game of balls and strikes**

VI. MANAGERS/COACHES

- B. **In order to speed up the game. *During coach pitch, a* defensive coach is to be placed behind the catcher (opposite side of the batter). He is not permitted to coach. The defensive coach should help retrieve the balls for the catcher, and have the catcher throw the ball back to the pitcher or offensive coach. **For player pitch, there will be no defensive coach used behind the plate.****

VIII. GENERAL

- A. ~~A team must have at least 7 players to play a game or else the game will be forfeited to the other team, At the discretion of both team managers, if a team is short players, then players from the other team can play for the opposing team until the team can field seven players.~~
- L. **Jewelry is not permitted during a Rookie-8 game.**

Minor and Major League:

I. BATTING:

- K. If a player arrives late for game, and the game has not progress more than 30 minutes from the start of the game or the 20th batter has not yet batted. The player must be added to the end of the team's batting order. After 30 minutes or if 20th batter has batted it is the manager's discretion if they wish to insert the player in the game. The manager must report all late players to the umpire and the opposing team's manager.

K. Proposed rule change:

If a player arrives late for a game, the manager at his discretion may insert the player into the line-up provide the team has not progress through their batting order. If the late player is inserted into the line-up, the player will be inserted at the end of the line-up. The manager must report all late players to the umpire and the opposing team's manager.

III. FIELDERS

- C. ***If a late player is inserted into the line-up (See Batting rule K) after the start of the third inning,, that player must play two innings by the completion of the game. (Note: This will be item D for Majors).***

V. STEALING (Minor league Rule Change Only)

1. Stealing of 2nd and 3rd base is allowed at any time after the pitched ball reaches the batter (L.L. RULE 7.13). Once the runner is established at 3rd base he cannot steal home, continuation of a play is not considered established at third. Established is defined as having stopped at third base (i.e. a runner steals third, the ball is caught by the third baseman so who misses the ball-the runner on third is established and cannot steal home; if a runner steals third and the ball is thrown to the third baseman who misses it and ball goes into left field- it is a continuation of a play and the runner may steal home).

Replace 1. above with:

1. ***Stealing of 2nd and 3rd base is allowed at any time after the pitched ball reaches the batter (L.L. RULE 7.13). After a pitch, if ball is not hit fair by the batter, (i.e. wild pitch, pass ball, or pitch ball caught by the catcher, etc), the runner may only steal up to third base. If a ball was hit fair by the batter, a runner may advance (steal) home.***

VI. COMPLETED GAMES

- B. If the game is in the 3rd inning this game will resume at the point of suspension. Each team manager must record game conditions (i.e. batter, pitcher, balls/strike count, etc.) in Order to properly resume the game. If not in the 3rd inning the game is a washout and will be rescheduled but pitching innings will count towards weekly total.
1. Umpires must sign both score books to verify correctness, ***and should be signed as soon as the game is suspended.***
 2. ***During the regular season, if player from the original game is absent and shows up for the resume game, that player will be considered late for the game and will be inserted at bottom of a***

continuous batting order, provided the team has not batted through it's lineup. Refer to Batting rule K.

VIII. GENERAL

M. Uniform: After June 1 of each baseball season, if player is not in complete uniform that player will not be considered dressed and will not be allowed to play. A complete uniform consist of a league matching team ball cap, shirt, pants, and socks. Baseball turtle necks are permitted and are considered part of the uniform. A player will not be considered in uniform when the following occurs.

- a. Wearing any type of earrings or jewelry on any part of the body that can cause injury. ***Taping or covering jewelry is prohibited.***
- b. Wearing any additional clothing that is not consistent with the rest of the team. Only exceptions, if the additional clothing is being used to support the uniform, such as belts or straps, or clothing is used to support a medical condition.
- c. Making alterations to uniform that is not consistent with the rest of the team, such as player names on shirts or altering the uniform to make fashion statement.
- d. ***Making alterations to uniform, such as player names on shirts or altering the uniform to make fashion statement is prohibited. If player alters his/her uniform, that player/parent/guardian is required to repair or replace the uniform part at their expense.***

IX. Playoffs

- F. All playoff games must go six innings.
1. No tie games are allowed.
 2. There is no time limit.
 3. There is no mercy rule, however, the losing team has the right to stop the game if the condition exists.
 4. ***If a playoff game is suspended by the umpire: Players from original game must resume The rescheduled game.***
 - a) ***For Continuous or Substitution batting order, if player, shows up for the rescheduled game and was not on the original game roster, that player will not be permitted to play in the rescheduled game.***
 - b) ***If an original game roster player cannot make the rescheduled game, a substitute player from original game roster may resume the absent player's position in the substitution batting order. In continuous batting order, the player's position will be skipped.***

Class F:

Batting

1. All teams will use a 9 man batting order ***in order to start the game.***
8. If a player arriving 30 minutes late for the start of game is not required to play. If a manager of a late player wants to put that player in the line-up, he shall be a substitute and will meet all requirements of the substitution rules, ***but does not need to bat by the second time around in the batting order,*** or will be placed at the end of the line-up for a continuous batting order.

9. *If a game is suspended: Players from original game must resume the rescheduled game.*
 1. *For Continuous or Substitution batting order, if player, shows up for the rescheduled game and was not on the original game roster, that player will not be permitted to play in the rescheduled game.*
 2. *If an original game roster player cannot make the rescheduled game, a substitute player from original game roster may resume the absent player's position in the substitution batting order. In continuous batting order, the player's position will be skipped.*

Fielding

2. Substitutions:
 - a. Substitutes are only allowed to enter the game one time.
 - b. Once the substitute is removed, the substitute is no longer allowed to re-enter the game
 - c. Substitutes must play 2 consecutive innings by the fifth inning. An inning is defined as 3 consecutive outs for the purpose of this rule. *Player showing up after completion of the second inning does not have to play two consecutive innings.*
 - d. The substitutes must report to opposing team prior to taking the field.
 - e. Starters are allowed to reenter the game one time.
 - f. *Any violation of the 2a, 2b, 2c, or 2e will be immediate forfeiture. 2d is will not constitute a forfeiture.*

Miscellaneous:

3. ~~*It will be the manager's option to play any player that arrives 30 minutes late or if his team has been through the batting order. Once a player has arrived after these conditions he is no longer eligible for any substitution rules. Conflicts with batting #8 add to batting and fielding.*~~
- 6 ~~*Substitutions shall be reported to the opposing manager at the time of change. Conflicts with 2d.*~~
11. Partial Game Completion due to unscheduled interruption:
 - a. Any game that has completed 4½ innings with the home team ahead or 5 innings with the visitors ahead will be called a completed game, in the event that game must be stopped due to weather, darkness, etc...
 - b. If the game is in the 4th inning this game will resume at the point of suspension. Each team manager must record game conditions (i.e. batter, pitcher, balls/strike count, etc.) in Order to properly resume the game. If not in the 4th inning the game is a washout and will be rescheduled but pitching innings will count towards weekly total.
 1. Umpires must sign both scorebooks to verify correctness, *and should be signed as soon as the game is suspended.*
 2. *For games rescheduled, see batting item #9 for players to resume game.*