



Lake Shore Feeder Baseball League 2017 Rules (@5/19/17)

BACKGROUND: The Lake Shore Feeder Baseball League (LSFBL) was created to provide a strong, competitive environment for member communities' summer travel teams. The LSFBL was formed by member communities to work collectively and collaboratively to further the development of their players and community-based travel programs. The LSFBL expects League participants (coaches and players) to honor the game by knowing and following the Playing Rules laid out below. Questions regarding the meaning or interpretation of the Rules may be directed to the League and its Rules Committee (Rules@lsfbl.com).

BASIS OF RULES: The IHSA Rules, with the exceptions and variations contained in the following **SUPPLEMENTAL RULES**, shall govern the playing rules of the Lake Shore Feeder Baseball League. The 8U Division shall follow the Mustang Division Rules.

BAT RULES FOR 2017 SEASON

PONY 14-year old division: All bats with a maximum barrel of 2 5/8" diameter, a maximum length of 34 inches, with a maximum differential of -5, and a Stamped BPF of 1.15 will be allowed. ALL BBCOR bats meet these standards.

PONY 13-year old division: All bats with a maximum barrel of 2 5/8" diameter, a maximum length of 34 inches, with a maximum differential of -8, and a Stamped BPF of 1.15 will be allowed. All BBCOR bats meet these standards.

MUSTANG, 8U and 9U: All bats with a maximum barrel of 2 1/4" diameter, a maximum length of 33 inches, a maximum differential of -13 for 8U and -12 for 9U, and a Stamped BPF of 1.15 will be allowed.

MUSTANG AND BRONCO, 10U through 12U: All bats with a maximum barrel of 2 5/8" diameter, a maximum length of 33 inches, a maximum differential of -12, and a Stamped BPF of 1.15 will be allowed.

NOTE: NEW BAT RULES WILL BE PUT IN PLACE EFFECTIVE JANUARY 1, 2018. THESE RULES WILL FOLLOW THE NEW BAT STANDARDS OF USA BASEBALL. BATS WILL BE REQUIRED TO BE MARKED WITH A NEW USA BASEBALL STAMP. DETAILS WILL BE PROVIDED LATER ON IN 2017.

LIGHTNING AND THUNDER RULES

- a) **Prior** to the Start of the Game: If lightning or thunder is detected, the field must be cleared immediately. 30 minutes must pass without either lightning or thunder being detected before field activities may resume. If the field is deemed safe for play and activities resume see **After** the Start of the Game below.
- b) **After** the Start of the Game: If lightning or thunder is detected, the field must be cleared immediately. 30 minutes must pass without either lightning or thunder being detected before field activities may resume. If the field is deemed safe for play and activities resume (assuming that there is sufficient time and / or daylight to continue the game), another

- incidence of either thunder or lightning will END play for that day. This means that there may be ONLY one delay allowed once the game starts.
- c) Community lightning rules, if more restrictive, **supersede** the LSFBL rules.

SPORTSMANSHIP

MANAGERS AND COACHES:

SHALL SERVE AS EXAMPLES OF GOOD SPORTSMANSHIP AND EXHIBIT PROPER CONDUCT AT ALL TIMES.

SHALL NOT HARASS AN UMPIRE AT ANY TIME. Questions concerning calls made during a game may be discussed, however, an umpire's decision shall be final.

SHALL NOT USE ABUSIVE LANGUAGE OR DISPLAY EXCESSIVE TEMPER

SHALL CONTROL THEIR TEAM'S PLAYERS ON AND OFF THE FIELD DURING GAMES. All cheering should be in support of one's own team and NOT against the opposing team

SHALL BE RESPONSIBLE FOR THE CONDUCT OF THEIR SPECTATORS DURING ALL GAMES

ANY MANAGER OR COACH EJECTED FROM A GAME IS AUTOMATICALLY SUSPENDED FROM HIS TEAM'S NEXT GAME AND IS NOT ELIGIBLE TO COACH ANOTHER GAME UNTIL SERVING THEIR FULL SUSPENSION

ANY MANAGER OR COACH WHO IS SUSPENDED A SECOND TIME SHALL BE SUSPENDED FROM PARTICIPATING IN THE LSFBL FOR THE REMAINDER OF THE SEASON

THE UMPIRE'S JUDGEMENT WILL BE CONSIDERED FINAL FOR QUESTIONS OF UN-SPORTSMANLIKE CONDUCT BY PLAYERS, COACHES OR FANS. THE UMPIRE HAS THE AUTHORITY TO EJECT ANY PLAYER, COACH OR FAN WHO IS BEHAVING IN AN UN-SPORTSMANLIKE MANNER

ROSTERS

- a) Teams may roster a maximum of 15 players of legal age. All rosters shall be considered final when submitted to the league before the first game. Rosters will include each player's Name, Jersey Number, and Birthdate. Players may be rostered on only one team.
- b) Teams must have each player's birth certificates **AND ROSTER** available for review at each game. Failure to provide both SHALL RESULT IN A FORFEIT OF THAT GAME (**SEE FORFEITS**)
- c) In the event a manager believes he will not have nine registered players available for a game, he may play rostered players from that community's next lower age team (e.g. a 12 year old team calls up from an 11 year old team etc.)
- d) A player must play in a minimum of six (6) games on his / her team to be eligible for the Playoffs.
- e) Players called up from a lower age division to fill out the roster may not pitch or catch and shall bat last in the batting order. No player may be called up to fill out a roster for an older

age team a second time until the remaining players from his / her team has been invited to play up.

- f) **DISCOVERY OF THE USE OF AN INELIGIBLE PLAYER SHALL RESULT IN A FORFEIT OF THAT GAME. (SEE FORFEITS)**
- g) Any player ejected for a violation of ANY RULE, INCLUDING UN-SPORTSMANLIKE BEHAVIOR, or for any other reason, shall constitute an automatic out (for his / her spot) in the batting order for the remainder of the game.

AGE REQUIREMENTS

LEAGUE ELIGIBILITY IS DETERMINED BY A PLAYER'S AGE ON **MAY 1** OF THE CURRENT SEASON

LEAGUE	AGE DIVISION	BIRTHDAY NOT BEFORE
PINTO	08	5/2/2008
MUSTANG	09	5/2/2007
MUSTANG	10	5/2/2006
BRONCO	11	5/2/2005
BRONCO	12	5/2/2004
PONY	13	5/2/2003
PONY	14	5/2/2002

SCHEDULING

- a) Games postponed due to weather conditions shall be promptly rescheduled by the respective managers.
- b) After the final schedule is published, if a team cancels a schedule game for any reason other than weather, it must be scheduled by agreement of both teams or the canceling team will forfeit. **(SEE FORFEITS FOR SPECIFIC APPLICATION OF PENALTIES)**
- c) Games canceled on the day of the game, for reasons other than weather conditions, will be treated as a loss for the cancelling team. The game score will be posted as 6 – 0.
- d) **NEW RULE FOR 2017**

9U – 11U Teams and 12U teams NOT attending Cooperstown from June 1 – July 16: From June 1 through July 16, each team would be allowed to participate in a maximum of two tournaments. This means that these teams would not be available for a TOTAL of two weekends during the June 1 – July16 time period. To expand, if a team decides to take the July 4 weekend off to give their players / parents a break, the League will count this as one of the allowed tournaments.

12U teams attending Cooperstown between June 1 and July 16: These teams will not be allowed to schedule another tournament during the period June 1 through July 16.

8U, 13U and 14U: Scheduling issues have not been brought to the League for these age groups, so no action was taken to limit the number of tournaments that these teams may play.

Please NOTE that teams may enter as many 2017 tournaments as they wish before June 1 and after July 23, 2017. A team's schedule outside of the League Season is TOTALLY up to the local community / team. Also, teams will be required to provide their Tournament Schedules as part of the Game Scheduling Process.

LENGTH OF SEASON

The 8U and Mustang Divisions will play a 14 game Regular Season schedule. The Bronco and Pony Divisions will play a sixteen game Regular Season schedule, unless otherwise agreed. All Divisions will participate in a Single Elimination Tournament to be held at the end of the Regular Season.

LENGTH OF GAMES

1. MUSTANG

- a) Regulation games shall be six (6) innings (extra innings are allowed in case of a tie). For 8U games **ONLY**, there will be a two-hour time limit. No new inning may start after two hours have elapsed since the beginning of the game, as determined by the umpire.
- b) Except as otherwise provided herein, if a game is called for any reason after four (4) innings, (3.5 innings if the home team is ahead) it shall be considered a complete game.
- c) If a game is called for any reason before the completion of four (4) innings (3.5 if the home team is leading), it shall be considered a suspended game to be resumed from the point of the curtailment at a time agreed upon by both managers or scheduled by the league President.
- d) In the event of a suspended game if a team cannot field the same players who were in the original game at the point of suspension other roster players may be inserted into the lineup. Players attending the suspended game who were not at the original game may play in the completion of the suspended game at the discretion of the manager and will be added to the bottom of the batting order.
- e) No new inning shall start after 10:30pm
- f) SEE THE IHSA RULE ON STALLING BELOW

2. BRONCO AND PONY

- a) Regulation games shall be seven (7) innings (extra innings are allowed in case of a tie)
- b) Except as otherwise provided herein, if game is called for any reason after four (4) innings, (3.5 if the home team is ahead), it shall be considered a complete game.
- c) If a game is called for any reason before the completion of four (4) innings (3.5 if the home team is leading, is shall be considered a suspended game to be resumed from the

point of curtailment at a time agreed upon by both managers or scheduled by the League President.

- d) In the event of a suspended game if a team cannot field the same players who were in the original game at the point of suspension other roster players may be inserted into the lineup. Players attending the suspended game who were not at the original game may play in the completion of the suspended game at the discretion of the manager and will be added to the bottom of the batting order.
- e) No new inning will start after 10:30pm
- f) SEE THE IHSA RULE ON STALLING BELOW

3. IHSA RULE ON STALLING (NOTE: This is a synopsis of the IHSA Rule on stalling):

- a) No team shall purposefully delay any game with the intent of gaining an unfair advantage. Such an unfair advantage may include, but is not limited to, the retaining of a lead until such a time that the umpire is forced to “call” a game due to darkness or weather. Furthermore the IHSA states that the umpire-in-chief (UIC) is the sole judge as to whether intentional delays are being made. Should the UIC, in his best judgment, believe that either team is stalling he shall give a warning to the offending team followed by an automatic forfeiture for any subsequent violations.

Note: Legal tactics that follow the flow and competitiveness of the game *should* never be misconstrued as stalling even in the event that coaches, players, or fans bring it to the attention of the umpire.

- b) As noted above this rule is applied at the SOLE discretion of the UIC. This rule may be reviewed in the pre-game conference. Coaches also have the right to bring it to the UIC’s attention as games approach darkness, etc.

PROTESTS

- a) No protest will be considered except in post-season play. SEE TOURNAMENT RULES FOR POST SEASON PROTESTS.

RESPONSIBILITIES OF THE HOME TEAM

- a) Providing and setting up the playing field.
- b) Providing at least two game balls.
- c) Providing at least one umpire
- d) Notifying the opposing manager as soon as possible if weather conditions cause the fields to be unplayable.

UMPIRES

- a) Each home team shall provide at least one umpire.
- b) In the Mustang division, the umpire shall be a minimum of 16 years of age.
- c) In the Bronco division, the umpire shall be a minimum of 18 years of age.
- d) In the Pony division, the umpire shall be a minimum of 18 years of age.
- e) UMPIRES SHALL ENFORCE THE HOME TEAM'S RULES FOR THE POSITIONING OF THE ON DECK BATTER.

EQUIPMENT

- a) BAT REQUIREMENTS – SEE BAT RULES POSTED ABOVE.
- b) Metal cleats are allowed in the Pony Division only.
- c) Batters, base runners, and on-deck hitters are required to wear protective headgear.
- d) All male players must wear protective cups.
- e) Catchers, IN ALL DIVISIONS, MUST WEAR / USE A COMPLETE SET OF CATCHERS EQUIPMENT AT ALL TIMES. THIS INCLUDES A CATCHER'S MITT, SHIN GUARDS, PROTECTIVE CUP, CHEST PROTECTOR AND MASK (THE LEAGUE RECOMMENDS USE OF A THROAT PROTECTOR).
- f) EQUIPMENT CHECKS: In the pre-game conference the Umpire In Charge (UIC) shall ask both coaches to confirm **that**, "all players are properly equipped and all equipment is unaltered and in proper working condition per LSFBL rules."

All equipment shall be undamaged, unaltered, and in proper working condition throughout the game. If, at any point during the game, *any* piece of equipment is substantially altered or damaged in any way it shall be removed for the remainder of the game at the UIC's sole discretion. Altered or damaged equipment can either be spotted by or appealed to the UIC at any time by any coach or player. If the UIC does not believe alterations were intentional then no penalty shall be given but the equipment shall still be removed. If the alterations are believed to be intentional then the UIC may, at his/her sole discretion, choose to warn or eject the offending player and/or coach. If a warning is given first then any subsequent violations believed to be intentional shall result in the ejection of the head coach automatically.

Discovery of an Illegal Bat:

Any batter that enters the batter's box with an illegal bat (i.e. does not comply with the LSFBL Bat Rules) shall be called out immediately upon discovery (via appeal or umpire's call). The batter may also be called out after his / her time at bat is complete so long as the illegal

bat is discovered prior to the first pitch of the following batter. In this case the defense has the option of taking the penalty (an out) or the result of the play. If the penalty is taken then all runners shall return to their original bases. **THE OFFENDED TEAM WILL ALERT THE RULES COMMITTEE OF THE GAME INFORMATION – GAME #, DATE, OPPONENT, ETC.**

OFFICIAL SCOREKEEPING

- a) Each team shall be responsible for their team's scorekeeping, **INCLUDING PITCH COUNT. PITCH COUNT SHOULD BE AGREED AND CONFIRMED BETWEEN TEAMS AT THE END OF EACH INNING.**
- b) The Home team will "hold" the Official Game Book.
- c) The **winning** team is responsible for reporting the score AND PITCH COUNT for BOTH teams by **12pm the following day**. Failure to report a game on time will result in a one-point deduction from the point system used to determine the League Standings for the Season-Ending Tournament. The penalty will be assessed to the winning team. **NOTE: THE LEAGUE WILL MONITOR GAME POSTING ON A DAILY BASIS.**

MINIMUM PLAY RULE

FOR ALL DIVISIONS

Each player present in uniform at the start of the game must play at least three innings (nine outs) defensively in a regular scheduled game. With the exception of the pitcher, the teams are allowed free substitution on defense. Each player present in a uniform at the start of the game is part of his line-up. Each team shall bat its entire line up unless there is a violation of batting out of order.

THE PENALTY FOR NOT COMPLYING WITH THE MINIMUM PLAY RULE IS AN AUTOMATIC FORFEITURE OF THE GAME. (SEE FORFEITS FOR SPECIFIC APPLICATION OF PENALTIES)

SUBSTITUTION

- a) Late arriving players will be entered at the end of the batting order.
- b) A team must have (8) roster players present to start the game. After the game has started a team may continue to play with no less than eight (8) players. If a team is unable to comply with these rules the game is FORFEITED. (SEE FORFEITS FOR SPECIFIC APPLICATION OF PENALTIES)

SPEED UP RULE (NOTE THAT THESE RULES DIFFER FROM THE IHSA RULES)

- a) If a catcher scheduled to play the next inning is on base with two outs, he must be replaced with a runner who made the last batted out. He must catch the entire following inning unless there is a serious injury.

- b) To intentionally walk a batter, at any point in the at bat, a team shall inform the home plate umpire. The batter shall be allowed first base at that time.
- c) Pitchers are not allowed courtesy runners.
- d) It is recommended that there be a FIVE PITCH MAX warm up for each inning and for new pitchers entering the game.

MERCY RULES

FOR ALL DIVISIONS – If a team is leading its opponent by at least ten (10) runs after four (4) innings (or after 3.5 innings if the home team is leading) the leading team shall be declared the winner.

BASE RUNNERS

MUSTANG DIVISION

- a) Bases shall be 60 feet apart (8U, 9U and 10B). 10A will play on 65 foot bases.
- b) For 8U, 9U and 10B, runners may steal bases, however, runners may not leave the base until pitched ball has passed the plate. For 10A, runners are allowed lead offs. **At 8U and 9U stealing will be allowed in all game situations until there is a six run differential (8U) or an eight run differential (9U). At that point the team leading is NOT allowed to steal bases until the 6th inning of the game when stealing will be allowed for both teams, regardless of the score.**
- c) For 8U, 9U and 10B, once the pitcher has stepped on the rubber, the runners who leave the base before the pitched ball has passed the plate shall receive one team warning and be called out upon the subsequent violation. The pitch shall be considered a dead ball.
- d) On a walk, the batter only gets first base. The runner may not “pickle” or continue to any other base.
- e) The runner shall make a reasonable effort to avoid contact with the fielder. Sliding into a base shall be considered a reasonable effort to avoid contact. The umpire, in his sole discretion, may eject a player for what is interpreted to be an egregious violation of this rule.
- f) 8’s and 9’s: A player may not steal home. At no time may a player advance to home plate as the result of an overthrow at any base unless the play began with a batted ball.
10 A’s: No wall at third base
10 B’s: A wall at third base
- g) If a player goes home illegally, he can be tagged out before he gets back to third unless the umpire declares a dead ball.
- h) Fielders may not fake a tag on a base runner, doing so will warrant one team warning. A subsequent fake tag after a warning will result in the player’s ejection.
- i) An out at first is the base and the safety base. Any part of both is considered an out.

- j) 8's and 9's: No dropped third strike
10 A's: The dropped third strike rules are in effect.
10 B's: No dropped third strike
- k) Headfirst slides are not allowed. Player is allowed to dive back to a base or if they should miss home on the first slide attempt. AN ILLEGAL HEAD FIRST SLIDE WILL RESULT IN THE RUNNER BEING CALLED OUT.

BRONCO DIVISION

- a) Bases shall be 70 feet
- b) Fielders may not fake a tag on a base runner. Violating player will be ejected.
- c) First baseman holding a runner on may not straddle the base. Each team gets one team warning and will be considered OBSTRUCTION ON THE SUBSEQUENT VIOLATION WITH AFFECTED RUNNER ADVANCING. ANY RUNNERS BEING FORCED TO ADVANCE IN ORDER TO COMPLETE AWARD SHALL ALSO DO SO IMMEDIATELY.
- d) An out at first is the base and the safety base. Any part of both is considered an out.
- e) Headfirst slides are not allowed. Player is allowed to dive back to a base or if they should miss home on the first slide attempt. AN ILLEGAL HEAD FIRST SLIDE WILL RESULT IN THE RUNNER BEING CALLED OUT.
- f) The runner shall make a reasonable effort to avoid contact with the fielder. Sliding into a base shall be considered a reasonable effort to avoid contact. The umpire, in his sole discretion, may eject a player for what is interpreted to be an egregious violation of this rule.

PONY DIVISION

- a) Bases shall be 80 feet (**90 feet in 14A Division Only**)
- b) Fielders may not fake a tag on a base runner; the violating player will be ejected.
- c) First baseman holding a runner on may not straddle the base. One warning per team AND WILL BE CONSIDERED OBSTRUCTION ON THE SUBSEQUENT VIOLATION WITH AFFECTED RUNNER ADVANCING. ANY RUNNERS BEING FORCED TO ADVANCE IN ORDER TO COMPLETE AWARD SHALL ALSO DO SO IMMEDIATELY.
- d) An out at first is the base and the safety base. Any part of both is considered an out.
- e) 13's: No headfirst slides allowed. A player is allowed to dive back to base or to home should they miss home on the first slide attempt. AN ILLEGAL HEAD FIRST SLIDE WILL RESULT IN THE RUNNER BEING CALLED OUT.
- f) 14's: Headfirst slides are allowed at every base but home plate. Player is allowed to dive back to home should they miss home on the first slide attempt. AN ILLEGAL HEAD FIRST SLIDE INTO HOME PLATE WILL RESULT IN THE RUNNER BEING CALLED OUT.

- g) The runner shall make a reasonable effort to avoid contact with the fielder. Sliding into a base shall be considered a reasonable effort to avoid contact. The umpire, in his sole discretion, may eject a player for what is interpreted to be an egregious violation of this rule.

ALL DIVISIONS

In addition to other scenarios not stated here, obstruction includes when a fielder, without possessing the ball, denies access to the base the runner is attempting to achieve. Obstruction is solely a judgment call and cannot occur until the runner is actually forced to change or alter direction; if, in the umpire's judgment, the runner ultimately achieves the base or bases he/she would have gained had the obstruction not occurred then the obstruction is ignored and play continues. An obstruction call results in a delayed dead ball and the umpire's authority to award runners the bases he/she feels they would have gained had the obstruction not occurred.

FAKE BUNTING AND SWINGING AWAY

There shall not be a fake bunt and swinging away for ANY DIVISION. An offending player shall be declared out and it's a dead ball.

SAFETY RULES

- a) Suicide squeezes are allowed at 11, 12, 13 and 14 levels.

During a suicide squeeze, should the umpire deem the batter made a full swing, the play results in a dead ball, the runner goes back to third, the batter is automatically out and the third base coach and head coach if not the same are suspended the following game.

- b) Players may warm up a pitcher; however, they must wear protective headgear and mask.
- c) A base runner that makes no effort to slide and "bowls over" a defensive player will be ejected from the game. The ejected player will constitute an automatic out in subsequent batting order.

DUGOUT RULE

Once a game begins all managers and coaches shall remain in the dugout or on the bench with the following exceptions:

- a) First and/or third base coaches
- b) To attend to an injured player
- c) The manager only may approach an umpire to talk about a call or umpire's decision
- d) To visit or remove a pitcher. There are two mound visits per pitcher per inning. Upon the second mound visit during the same inning, the pitcher must be removed.

REGULAR SEASON PITCHING RULES

PITCH COUNTS

Pitching Limits by Age/Group	Pitch Limits Per Day
Pinto (8U)	50
Mustang (9/10U)	65
Bronco (11/12U)	75
Pony (13/14U)	85

*A player pitching in a double header is available to pitch to the daily pitch limit in the two games. Rest required will be based on the day's pitch total.

*There are NO weekly pitching limits. Weekly limits are not necessary, given the days rest rule below.

*If a pitcher reaches the pitch limits imposed while facing a batter, the pitcher may continue to pitch until any one of the following occurs: A) That batter is put out; B) That batter reaches base; C) The third out is made to complete the half-inning.

*In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that new day (i.e. without regard for the pitch count from the initial portion of the game), provided that the pitcher has observed the required days of rest.

*The pitch count to be recorded for a game is the actual number of pitches thrown.

REST REQUIREMENTS

PITCHES THROWN	CALENDAR DAYS REST REQUIRED
1 TO 20	NONE
21 – 35	ONE
36 - 50	TWO
51 - 65	THREE
66 OR MORE	FOUR

A CALENDAR DAY is a FULL calendar day, NOT 24 hours. Example: A pitcher who throws 30 pitches on Friday is NOT eligible to pitch again until Sunday. Example: A pitcher who throws 70 pitches on Friday is NOT eligible to pitch again until Wednesday.

PINTO/MUSTANG-Pitching distance is 42 feet for 8U, 44 feet for 9U and 10B. 10A distance is 46 feet.

- a) A pitcher once removed, as a pitcher may not pitch again in the same game, even if it's continued at a later date.
- b) There are NO BALKS at the 8U, 9U and 10B Levels. At the 10A level there will be one balk warning per pitcher, per game.
- c) Pitchers may not throw curve balls. A violation will result in a dead ball and counted as an automatic ball. **THE UMPIRE SHALL BE THE SOLE DETERMINER OF WHETHER A PITCH IS A CURVEBALL OR NOT.** At the 8U level a pitcher shall be removed after three (3) hit batters.
- d) Violation of the Pitching Rules (Pitch Counts and Rest Requirements) above will result in the forfeiture of the game in which the violation occurred. (See Forfeits for specific application of penalties)

BRONCO - Pitching distance is 48 feet.

- a) One balk warning per pitcher, per game.
- b) Pitchers may not throw curve balls. A violation will result in a dead ball and counted as an automatic ball. **THE UMPIRE SHALL BE THE SOLE DETERMINER OF WHETHER A PITCH IS A CURVEBALL OR NOT.**
- c) A pitcher once removed as a pitcher may not pitch again in the same game, even if it's continued at a later date.
- d) Violation of the Pitching Rules (Pitch Counts and Rest Requirements) above will result in the forfeiture of the game in which the violation occurred. (See Forfeits for specific application of penalties)

PONY - Pitching distance is 54 feet (60 feet 6 inches in 14A only)

- a) There are no balk warnings in Pony
- b) A pitcher, once removed as a pitcher, may not pitch again in the same game even if it is continued at a later date.
- c) Violation of the Pitching Rules (Pitch Counts and Rest Requirements) above will result in the forfeiture of the game in which the violation occurred. (See Forfeits for specific application of penalties)

FORFEITS

FOR ALL DIVISIONS AND FOR ALL FORFEITS EXCEPT SCHEDULING FORFEITS (THIS IS MINIMUM PLAYING TIME, SUBSTITUTION, INELIGIBLE PLAYER AND PITCHING RULES), THE FOLLOWING RULES APPLY:

- a) If the **FORFEITING TEAM** wins the game, the win will be reversed **TO A LOSS AND THEY SHALL ALSO RECORD A FORFEIT. THE OPPOSING TEAM WILL REVERSE THEIR LOSS AND RECORD A WIN.** The forfeit score will be recorded as 6 to 0, unless the score of the winning team is by a larger margin than 6 runs, then the run differential will be used to record the final score (for example in a game with a 9 run differential, the final score would be recorded as 9 to 0).
- b) If the **FORFEITING** team loses the game, the loss will stand and they **WILL ALSO RECORD A FORFEIT.**

FOR ALL DIVISIONS, FOR SCHEDULING FORFEITS, THE FOLLOWING RULE APPLIES:

THE RESULT OF THE GAME WILL BE RECORDED AS 6 – 0, WITH THE FORFEITING TEAM TAKING THE LOSS AND ALSO RECORDING A FORFEIT. **THIS SHOULD NEVER HAPPEN. PLAY BALL!**

MULTIPLE FORFEITS

IF A TEAM FORFEITS FOR A SECOND TIME FOR ANY REASON, THE HEAD COACH WILL BE SUSPENDED FOR ONE GAME IN ADDITION TO THE PENALTIES ASSOCIATED WITH EACH KIND OF FORFEIT.

IF A TEAM FORFEITS FOR A THIRD TIME FOR ANY REASON, THE HEAD COACH WILL BE SUSPENDED FOR THE REMAINDER OF THE SEASON IN ADDITION TO THE PENALTIES ASSOCIATED WITH EACH KIND OF FORFEIT.

SUSPENSION MEANS THAT HE / SHE WILL NOT BE ALLOWED TO COACH THE TEAM IN ANY MANNER, INCLUDING PRACTICES AND GAMES AND MEANS THAT THE COACH MUST STAY AWAY FROM THE BALLFIELD COMPLETELY.

LEAGUE STANDINGS / TOURNAMENT SEEDINGS / TIE BREAKERS

At the end of the regular season, a point system will be used to determine the regular season champion and will also be used to determine tournament seedings. Points will be awarded based upon game results as follows: Win=2 Tie= 1 Loss= 0 Forfeit = -1

If circumstances allow, extra innings must be played to determine a winning team. Ties are permitted only if circumstances prevent playing extra innings to determine a winner. All games must be played or else the game will be considered a loss in the standings. If a team forfeits two or more games, that team will be ineligible to participate in the playoffs.

If a tie in the standings remains after points have been allocated the tie breakers will be interpreted and applied by the Rules Committee as follows:

- a) Head to head results (including ALL teams that have common games)
- b) Runs allowed in head to head games (including ALL teams that have common games)
- c) Average runs allowed in all league games

- d) A coin flip by the League President

FINAL TOURNAMENT RULES

BASE RUNNERS

The Regular Season limitations on base stealing based upon a specified run differential at the 8U and 9U level shall be removed for the Tournament. This means that there are NO limitations, based upon a run differential, placed on base stealing in the Tournament.

PITCHING RULES

For all age groups, the Pitch Limits remains the same as during the Regular Season (SEE PAGE 11 OF THE RULES). The Tournament will begin on the first day with all pitchers treated as if they meet all Rest Requirements (like it was the first day of a new season).

Pitches Thrown	Calendar Days Rest Required
1 – 25	NONE
26 - 50	ONE
51 - 65	TWO
66 OR MORE	THREE

Notwithstanding the above, the Board has the right to modify post-season tournament pitching rules due to unusual circumstances. Any pitching rule modifications will be communicated to team managers prior to the start of the post season.

THE LEAGUE WILL PROVIDE A “PITCHING SHEET” TO EACH TEAM TO BE USED TO DOCUMENT PITCHING ACTIVITY DURING THE TOURNAMENT. THIS SHEET **MUST BE PRESENTED** TO THE OPPOSING TEAM BEFORE EACH GAME. **FAILURE TO PRESENT THIS SHEET WILL RESULT IN A FORFEIT.** AT THE CONCLUSION OF EACH GAME THE WINNING TEAM WILL COMPLETE THE PITCHING INFORMATION AND THE OPPOSING TEAM’S COACH WILL INITIAL THE SHEET INDICATING AGREEMENT. **FAILURE TO HAVE THE OPPOSING COACH DOCUMENT THEIR APPROVAL OF THE PITCHING RESULTS WILL RESULT IN A FORFEIT.**

POST SEASON PROTESTS

- a) Protests will ONLY be considered in post-season play. POST SEASON PROTESTS MUST BE ANNOUNCED AT THE TIME OF THE PLAY AND BEFORE THE NEXT PLAY OCCURS.
- b) A protest may be only based on interpretation of the rules. Umpires shall reserve the right to reverse his decision if he is convinced an error was made.
- c) All post season protests must be in writing and delivered to the League President within EIGHTEEN (18) hours of the END OF THE GAME. All protest must be accompanied by a check in the amount of \$40 dollars payable to the league.
- d) If the protest is upheld the check will be returned to the protesting team.

PLAY TO COMPLETION

ALL PLAYOFF GAMES will be played to completion. NOTE: The Mercy Rule remains in effect during the Playoffs.

UMPIRES

All LSFBL Tournament Games **should be** umpired by **TWO** IHSA Registered (aka Patched) umpires, or by umpires provided by an LSFBL APPROVED Umpire Service. While the LSFBL does not recommend any particular service, the League currently approves Umpire Services provided by Joe Galardi, and Jay Zimmerman. Contact the LSFBL Rules Committee to request that an Umpire Service be approved for use in Tournament Play.

OTHER RULES

Other than the Pitching Rule modifications, the Post Season Protest Rules, the Umpire requirements, and the Play to Completion Rule, each noted above, all other rules as established within the body of these Rules apply to Tournament Play.