

**Lancaster County Youth Baseball League  
Fall Rules Summary**

National Federation of HS Rules Apply unless League specific

7/11/2018

RULE	8u	10U Sec 1	10U Sec 2	12U Sec 1	12U Sec 2	14U Sec 1	14U Sec 2
<b>League Specific</b>							
Base Path Distance	60 ft.	60 ft.	60 ft.	70 ft.	70 ft.	80 ft.	80 ft.
Pitching Distance	40 ft.	46 ft.	40 ft.	50 ft.	50 ft.	55 ft.	55 ft.
Game Length	2 -five inning games is standard, but subject to both coaches modification based on outcome of game and length of time of game; modifications are the exception not the standard; 5 minute break between games. There is a three hour limit.						
Game Ties	Games can end in a tie, but extra innings should be played as long as time permits as determined by the Umpire-in-charge						
Mercy Rule - game rule	10 runs after 4 Innings						
Mercy Rule - inning	9 batters with 5 run lead						
100% Metal Bats size limitation - 2018 Fall either the 2017 list of approved LL bats or the new USABat standard - 2 1/4 or 2 5/8 diameter for USAB standard (12u and below) - updated 7.11.18	The penalty for use of an illegal bat is the head coach is ejected and any related fine will be at the discretion of the league. No limitation on 100% wood bat. <a href="https://www.littleleague.org/playing-rules/bat-information/usa-baseball-bat-standard-faq/">https://www.littleleague.org/playing-rules/bat-information/usa-baseball-bat-standard-faq/</a>					2 5/8 barrel only, and maximum difference between length and weight of bat is -3; All non-wood bats will meet BBCORE Standard. (There must be a BBCORE stamp on the bat - no stickers)	
Wood, Metal Wood, or Wood Composite Bats size limitation	No barrel size limitation and no weight to length ratio limitation (ie -11, -10, -9, etc)						
Type of Cleats	Rubber	Rubber	Rubber	Rubber	Rubber	Steel or Rubber	Rubber
Infield Fly Rule	No	No	No	Yes	Yes	Yes	Yes
Leads	No	No	No	Yes	Yes	Yes	Yes
Stealing 2nd, 3rd	No. Upon a violation, the defense has the option to accept the outcome of a play or to send the runner back.	Yes, after ball crosses plate	Yes, after ball crosses plate	Yes	Yes	Yes	Yes
Advancing/Stealing Home	Batter may only advance home when forced by a walk, a hit batter, or a play started by a batted ball. Stealing home is not permitted. Upon a violation, the defense has the option to accept the outcome of a play or to send the runner back.	If a catcher throws the ball in an attempt to throw out a runner in between pitches the runner at third can advance home.	Batter may only advance home when forced by a walk, a hit batter, or a play started by a batted ball. Stealing home is not permitted. Upon a violation, the defense has the option to accept the outcome of a play or to send the runner back.	Yes	Yes	Yes	Yes
Courtesy Runners for Pitcher and Catcher	Voluntary for the pitcher or catcher; last batter out of the previous inning is the first runner in an inning; the second to last batter out of the previous inning is the second runner; in the first inning, the runner is the last batter in the order						
Head First Sliding Permitted	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Bunting Allowed	No	Yes	Yes	Yes	Yes	Yes	Yes
Fake bunt swing allowed	No - batter out	No - batter out	No - batter out	No - batter out	No - batter out	Yes	Yes
Hitting Line Up	All players	All players	All players	All players	All players	All players	All players
Hitting spot vacated due to any reason	An out is not taken for a batting order spot being vacated for any reason, except ejection from the game; Coaches should use good judgment and be fair if this were to happen; any player taken out of the batting order must be out of the game for both batting and fielding; if a player is ejected from the game that batting spot will be an out for the remainder of the game						
Batting Helmet Mask	Optional	Optional	Optional	Optional	Optional	Optional	Optional
Runner Helmet Mask	Optional	Optional	Optional	Optional	Optional	Optional	Optional
Free Defensive Substitution	<b>YES</b>						
Defensive Line Up	9 or 10 to start game or forfeit; 10th must be outfielder	9 fielders to start the game and 8 to finish or forfeit	9 or 10 to start game or forfeit; 10th must be outfielder	9 fielders to start the game and 8 to finish or forfeit	9 fielders to start the game and 8 to finish or forfeit	9 fielders to start the game and 8 to finish or forfeit	9 fielders to start the game and 8 to finish or forfeit
Field Playing Time Requirements	2 Innings	2 Innings	2 Innings	2 Innings	2 Innings	2 Innings	2 Innings
Catcher hold 3rd strike	No	No	No	Yes	Yes	Yes	Yes
Pitcher's Inning(Outs) Per Day	<b>15 outs per day</b>						

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<b>Pitcher's Appearance Limitations</b>	2 appearances per game or 3 per day	2 appearances per game or 3 per day	2 appearances per game or 3 per day	2 appearances per game or 3 per day	2 appearances per game or 3 per day	2 appearances per game or 3 per day	2 appearances per game or 3 per day
<b>Balks</b>	No, If a batter shows a bunt and the pitcher stops his wind up a BALL will be recorded for that "non" pitch	No, If a batter shows a bunt and the pitcher stops his wind up a BALL will be recorded for that "non" pitch	No, If a batter shows a bunt and the pitcher stops his wind up a BALL will be recorded for that "non" pitch	Yes, 1 warning per pitcher; ball dead at time of balk			
<b>Ejections &amp; Fines</b>	Any player, manager, coach, fan, who is ejected from a game by an umpire will be penalized \$50 and suspended for the next game (not allowed at game) on the 1st occurrence (players not fined); Penalties increase for additional occurrences; Fines are paid by the Organization of which the person ejected is a member; Organizations can decide whether to be reimbursed for the fine from the member who was penalized.						
<b>Infield Practice before game</b>	Away team is provided the field for infield practice 15 minutes prior to the start of the game; Home team has the field prior to use by the away team						
<b>Age cut-off as of the Age chart - new 8.11.16</b>	8 years old	10 years old	10 years old	12 years old	12 years old	14 years old	14 years old
<b>Minimum Paid Umpires</b>	None	Plate paid by home team in 1st game and away team in the 2nd game; field umpire provided by home team in 1st game and away team in the 2nd game; home plate umpire fee of \$40 for each game					
<b>Umpires Fees for partial games</b>	N/A	If the plate umpire arrives at the game and the game is cancelled before starting, the umpire is entitled to 1/2 the umpire fee; the umpire has the discretion to return all or a portion of that 1/2 fee; once the game starts and two complete innings have been played the umpire is entitled to full fee; if the 1st game is played but the 2nd game is cancelled, no 2nd game fee is required					
<b>Cancellation of Umpires due to weather - new 8.11.16</b>	N/A	Prior to game day, contact Bill Siegler @ 717.725.6903. Bill will contact the Umpire. On the day of the game contact the Umpire.					
<b>Playoffs</b>	None	None	None	None	None	None	None
<b>League Approved Baseballs</b>	Wilson A1074 or Rawlings RLLB1; 2 balls provided by the home team at the start of each game					Wilson A1010 or A1010HS or Rawlings R100 HS; 2 balls provided by the home team at the start of each game	
<b>Defensive Visits (Includes Pitcher Visits)</b>	<b>Will apply the Major League Rule. On the 2nd visit to the field by a coach or non-playing team representative in any inning, the pitcher must be replaced</b>						
<b>Games, Results and Standings</b>	No records or standings kept; Home team is the home team for 1st game. Away team is the Home team for the 2nd game; Game are played on Saturday's and Sunday's generally starting at 1pm and no new inning after 4pm; If odd number of team's there could be triple headers or team's may have a week off; If a triple header, the home team plays the 1st and third game and the games are scheduled at 1pm, 2:30pm, and 4pm						
<b>Bringing Players up</b>	Teams are permitted to bring up players on a prospective basis (i.e. when they feel they have a need), but any such player "brought up" may not play until the number of rostered players for the club falls below the minimum number of players for the applicable age group and section. For 10u Sec. 2 and 8u, players may not be brought up unless the club would otherwise be forced to start the game with less than 10 players.						

Commonly misunderstood National Federation Rules	
<b>Catcher or Any Fielder Obstruction</b>	<b>The catcher or any fielder can not block access by the runner to a base without possession of the ball. If this rule is violated, the umpire has the right to award the appropriate bases to the runner</b>
<b>Offensive Visits</b>	Each offensive team is granted 1 charged conference per inning to permit the coach or team's personnel to confer with base runners, the batter, on deck batter or other offensive team personnel; any requests more than 1 per inning will be denied by the umpire
<b>Intentional Walk</b>	An intentional base on balls may be granted by the defensive team coach or catcher upon request to the umpire to award the base without throwing four balls; it can be requested upon any count on the batter (4 finger walk)
<b>Thunder &amp; Lightning</b>	<b>When thunder is heard, or a cloud-to-ground lightning bolt is seen, suspend play and take shelter immediately. Thirty-minute rule: Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning is witnessed prior to resuming play.</b>
<b>Catch and Carry Rule</b>	Each runner is awarded one base, if less than two outs a batter hits a fair or foul ball which is caught by a fielder, who then leaves the field of play unintentionally with both feet or by falling into a bench, dugout, stand, bleacher, or over any boundary or barrier such as a chalk line, fence, rope, or pre-game determined imaginary boundary line
<b>Ejection for Jewelry</b>	Once the game has started: If a player or coach is caught with jewelry, that team will receive a team warning. If a second violation happens to the same team only the offending player or coach will be ejected. Exceptions: Coaches are allowed to wear watches and wedding bans. Religious medals are allowed as long as they are taped to the chest. This rule does not apply to medical alert tags but use common sense on how the medical alert tag is displayed.
<b>3rd to 1st pickoff</b>	<b>Federation rule book allows the 3rd to 1st pickoff move</b>