

## Lancaster County Youth Baseball League Spring Rules Summary

National Federation of HS Rules Apply unless League specific (not PIAA)

Updated 04/11/21

RULE	10U Sec 1	10U Sec 2	8U
<b>Base Path Distance</b>	60 ft.	60 ft.	60 ft.
<b>Pitching Distance</b>	46 ft.	40 ft.	40 ft.
<b>Game Length</b>	6 innings	6 innings	6 innings
<b>Regular Season Complete Game, due to darkness, rain, etc.</b>	3 1/2 innings if the home team is leading and 4 innings if the away team is leading; games called prior to a complete game will be replayed in full		
<b>Game Ties</b>	Games can end in a tie, but extra innings should be played as long as conditions permit as determined by the Umpire-in-charge		
<b>Mercy Rule - game rule</b>	15 runs after 4 Innings, 10 runs after 5 innings	15 runs after 4 Innings, 10 runs after 5 innings	15 runs after 4 Innings, 10 runs after 5 innings
<b>Mercy Rule - inning</b>	9 batters with 10 run lead	9 batters with 10 run lead	9 batters with 10 run lead
<b>Bats (updated 02/20/21) - 100% Metal Bats size limitation - for 12u and below, the bats must be either 1.15 BPF (old standard) or USABAT standard (new standard). There is NO limitation on the bat diameter!</b>	Barrel size and no weight/length drop limitation (ie -11, -10, -9, etc); 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. All bats must have a Bat Performance Factor (BPF) of 1.15 or less or be USABAT certified. The list of approved bats is on the web site. No limitation on 100% wood bat.		
<b>Break Away Bases</b>	Mandatory - 2nd and 3rd base must be break away safety bases		
<b>Type of Cleats</b>	Rubber	Rubber	Rubber
<b>Infield Fly Rule</b>	No	No	No
<b>Leads</b>	No	No	No
<b>Stealing 2nd, 3rd</b>	<u>Yes, after ball crosses plate.</u> Upon a violation, the defense has the option to accept the outcome of a play or to send the runner back.		<u>No.</u> Upon a violation, the defense has the option to accept the outcome of a play or to send the runner back.
<b>Advancing/Stealing Home</b>	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. <b>This rule will start on May 1st</b>	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.	
<b>Courtesy Runners for Pitcher and Catcher - updated 10.26.20</b>	Voluntary at any time; same runner cannot run for the pitcher and catcher during an inning; the runner must be a player who is not in the batting order at the time; if a team bats the entire line-up, the runner then must be the player that made the last out in the previous inning. If that last out of the previous inning is the pitcher or catcher of record*, then the next previous batter will be the courtesy runner. *If the batter has not pitched or caught in the game, they are not the pitcher or catcher of record and are not eligible to be ran for. (exception is the first inning)		
<b>Head First Sliding Permitted</b>	Yes	Yes	Yes
<b>Bunting Allowed</b>	Yes	Yes	No
<b>Fake bunt swing</b>	No - batter out	No - batter out	No - batter out

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<b>Hitting Line Up</b>	9, 10, or entire line-up of hitters; must use the entire game and both teams do not have to use the same	All players	All players
<b>Injured player's spot in hitting lineup and no replacement</b>	If a team (except 8u and 10u Section 2) chooses to bat the roster in a game, an out is taken anytime a batter's spot is vacated in the line-up. This applies to injury, sickness, etc. No exceptions apply. For 8u and 10u Section 2, since the teams are required to bat the line-up, an out will <u>not</u> be taken for an injury or sickness, but an out in the batting spot will be taken for a player ejected from the game. For 8u or 10u Section 2, if the number of players batting falls below 9 players and out will be recorded for the players spot that was vacated to fall below 9 hitters.		
<b>Pitcher Helmet Batter/Runner Mask</b>	Optional	Optional	Optional
<b>Free Defensive Substitution</b>	Yes	Yes	Yes
<b>Defensive Line Up</b>	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 or 10 to start game or forfeit; 10th must be outfielder
<b>On Deck Batting</b>	Yes	Yes	Yes
<b>Field Playing Time Requirements</b>	None	2 Innings	2 Innings
<b>Catcher hold 3rd strike</b>	No	No	No
<b>Pitch Count / Rest / Re-entry</b>	8u = 50, 10u = 65 or 9 outs, 1-25 pitches in a day = NO calendar day of rest, 26-35 pitches in a day = (1) calendar day of rest, 36-50 pitches in a day = (2) calendar days of rest, 51-65 pitches in a day = (3) calendar days of rest, 66+ pitches in a day = (4) calendar days of rest. Violation of Pitch count / rest; Forfeit / League fine. Once a pitcher is removed; the pitcher cannot return to pitch. *A pitcher may finish a batter but that will be the final pitch count		
<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 - <a href="#">Age chart on website</a></b>	<b>10 years old</b>	<b>10 years old</b>	8 years old
<b>Minimum Paid Umpires</b>	Plate	Plate	No

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<b>Umpires Fees</b>	If the 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. 12u and below fee is \$50, 14u fee is \$55. (At 14u Section 1 & 2 and 12u Section 1) the Home team pays the Plate Umpire and the Away team pays the Field Umpire. <b>If only one paid umpire the Home team must provide base Umpire! There must be two umpires.</b> <b>This could be changed once we receive the all clear on Covid-19</b>		N/A
<b>Maximum divisions</b>	2	2	2
<b>Playoffs format</b>	Same as normal playoff format unless the games are sponsored. Potential all teams qualify. TBD	No, but end of season weekend tournament for all teams	No
<b>Standings</b>	Seed 1 &/or 2 are the division winners. The rest of the seeding will be determined in the following order; points, H2H, runs allowed, coin flip. The rest of the teams will be treated as being in one division and will use the normal point system.		N/A
<b>Eligible for New Era Tournament</b>	No	No	No
<b>League Approved Baseballs</b>	Wilson A1074 or Rawlings RLLB1; 2 balls provided by the home team at the start of each game		
<b>Defensive Visits (Includes Pitcher Visits)</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>Games Results and Standings</b> - updated 10.26.20	Game results must be entered into the league website (under scores) by the winning team or in the event of a tie the home team. The website will update both the league and the LNP newspaper. Standings are kept on the league website. A win is worth three (3) points, loss is worth zero (0) points, and tie is worth one (1) point in determining your standings. Do not use this to ask questions.		None
<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.		
<b>Batting Substitution</b>	Once a substitution bats or runs for a player, the sub(s) and the original starter are locked into that batting position and either one may bat or run in that position ONLY.		
<b>Catcher or Any Fielder Obstruction</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>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		

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<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		
<b>Thunder &amp; Lightning</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>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 <u>both</u> 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>	Federation rule book allows the 3rd to 1st pickoff move		
<b>Playoff Game</b>	If a playoff game is stopped due to weather and before it becomes official it will be continued the next work day (Monday ~ Friday)		
<b>Batting Helmet</b>	No tape allowed on the helmet. Helmet cannot be distracting		
<b>.750 Rule</b>	Any club that does not enter a team in Section one will be ineligible to participate in the playoffs or yearend tournament if those teams have a winning percentage of .750 or above. Only the team that is below .750 would be eligible.	N/A	
<b>Relief Pitcher warmup</b>	New pitcher or relief pitcher may have up to 8 warm-up pitches. Returning pitcher may have up to 5 pitches. For the relief pitcher, coach must be off the field before the 8th pitch is thrown. Penalty - 1st time warning, 2nd, charged mound visit		
<b>Pitching Restrictions</b>	"Plus One Rule". A player may not pitch in any game in a section which is greater than one section level below the section of the team carrying such player on its official League roster, regardless of age level. Example: A player carried on the official League roster of any 10u Section 1 team may not pitch for any 12u Section 3 or 14u Section 3 team.		
<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

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**RULE**

**10U Sec 1**

**10U Sec 2**

**8U**

**Catcher's Helmet**

The catcher's helmet and mask combination shall meet the NOCSAE standard. Any helmet or helmet and mask combination shall have full ear protection (dual ear flaps). A throat protector, which is either a part of or attached to the catcher's mask, is mandatory. A throat protector shall adequately cover the throat. The commercially manufactured catcher's head, face and throat protection may be a one-piece or multi-piece design. While in a crouch position, any non-adult warming up a pitcher at any location shall wear a head protector, a mask with a throat protector and a protective cup (male only).

**Catcher's Chest Protector -  
updated 12.03.20**

Effective for the LCYBL 2021 season, chest protectors used in LCYBL games be NOCSAE certified. The 2020 NOCSAE catcher's gear rule change will see that all high school and college level baseball players will be required to wear a chest protector that is NOCSAE certified for protection against Commotio Cordis. Every catcher's chest protector made prior to 2019 does not have the certification, so you will most likely need to get a new catcher's chest protector for the 2020 season. All NOCSAE certified chest protectors will have a stamp that shows it is certified by SEI and NOCSAE for protection against Commotio Cordis.