

LINCOLN COUNTY ATHLETIC ASSOCIATION RULES

2023

RULE 1 ----- AGE DIVISIONS

BASEBALL

8U - 05/01/2014 - 04/30/2015
9U - 05/01/2013 - 04/30/2014
10U - 05/01/2012 - 04/30/2013
11U - 05/01/2011 - 04/30/2012
12U - 05/01/2010 - 04/30/2011
13U - 05/01/2009 - 04/30/2010
14U - 05/01/2008 - 04/30/2009
15U - 05/01/2007 - 04/30/2008
16U - 05/01/2006 - 04/30/2007
17U - 05/01/2005 - 04/30/2006
18U - 05/01/2004 - 04/30/2005
19U - 05/01/2003 - 04/30/2004

SOFTBALL

8U - 01/01/2014 - 12/31/2014
9U - 01/01/2013 - 12/31/2013
10U - 01/01/2012 - 12/31/2012
11U - 01/01/2011 - 12/31/2011
12U - 01/01/2010 - 12/31/2010
14U - 01/01/2008 - 12/31/2009
16U - 01/01/2006 - 12/31/2007
18U - 01/01/2004 - 12/31/2005
19U - 01/01/2003 - 12/31/2003

RULE 2 ----- REGISTRATION OF TEAMS AND PLAYERS

- Section (1) In order to participate, a player must be properly registered on an official roster. A copy of the official roster will be filed with the association and be in the possession of the manager at all games, Failure to produce a roster could result in forfeiture of the game.
- Section (2) Any changes in team rosters must be filed with the association on or before the third day prior to the regularly scheduled game in which they will play.
- Section (3) A team, after forfeiting 3 regularly scheduled league games, of the current season, shall be automatically eliminated from further competition, in the current season.

- Section (4)** No player shall be registered in the association during the last 6 regularly scheduled games of a 12 game or longer schedule. (In case of an emergency, a change can be made with the consent of each manager in the division and confirmed by the registrar).
- Section (5)** The registration of a player on an official roster does not exempt him or her from protest, provided sufficient proof of ineligibility is presented at the time of protest. If the protest is upheld, all games in which the player has participated will be a forfeit.
- Section (6)** No player shall be registered with more than one L.C.A.A. team, regardless of age division, during the course of a season.
- Section (7)** The managers of the teams will be held accountable for the correct age of the players on the team.

RULE 3 ----- EQUIPMENT

- Section (1)** Uniforms are not required.
- Section (2)** Wooden, composite or aluminum bats are acceptable. All aluminum or composite bats in the 14U-19U (Baseball) divisions must meet BBCOR certification and in the 14U-19U (Softball) divisions must meet USSSA certification. First violation, batter is out with a warning that second violation will result in an ejection of that player and manager.
- Section (3)** Metal cleats (spikes) are prohibited in all divisions, with the exception of the 16U-19U (Baseball-Softball) divisions. A violation can call for ejection from the game.
- Section (4)** Pitching mounds are required for 9U-19U (Baseball) and no metal cleats (spikes) will be allowed on portable pitching mounds.
- Section (5)** The official ball for 8U-19U (Baseball), will be the Diamond DOL-A NFHS. The official ball for 8U-9U (Softball), will be the Markwort MLT10-Y. The official ball for 10U-11U (Softball), will be the Diamond 11FPL 47 375 ASA. The official ball for 12U-19U (Softball), will be the Diamond 12RFP 47 CL.
- Section (6)** In all divisions players must wear full batting helmets while batting and running the bases. Helmets falling off will not constitute a violation. In all divisions catchers must wear full catching equipment and catchers in boy's baseball must wear a protective cup. Umpires will give a player an opportunity to produce this equipment. In all 10U-19U (Softball) divisions the pitcher is required to wear a protective fielders face guard (mask).

RULE 4 ----- PLAYING RULES

- Section (1)** Each registered player in all age division must be allowed to play 2 full innings in the field in all 7 inning games, with at least 1 full inning in the field at the end of 4 innings. Failure to adhere to this rule will result in forfeiture of the game. (The player must be able and willing to play and the

manager does not have just cause for withholding the player from the game. If there is just cause, the opposing manager must be notified before the game).

Section (2) There will be free substitution in all divisions.

Section (3) In all games of the 9U-13U (Baseball), the pitcher will be allowed to pitch 3 innings per calendar day. In all games of the 14U-19U (Baseball), the pitcher will be allowed to pitch 7 innings per calendar day. Any pitch in any inning shall constitute a full inning, regardless of number of pitches. The game will result in forfeiture on any violation.

Section (4) With 2 trips to the mound by the manager or coach in the same inning, the pitcher must be removed from the game, as a pitcher, and cannot return to the mound during that game regardless of how many innings the player has pitched.

Section (5) A player, manager or coach is prohibited from umpiring a league game or playoff game, in which the individual's team is participating. The fielding team is prohibited from coaches in fair territory to help instruct players.

Section (6) All baseball games are governed by the MLB Official Baseball Rules and the softball games are governed by the NFHS Official Softball Rules, except where such rules are in conflict with the Lincoln County Athletic Association Rules.

Section (7) (Baseball Pitching and Base Distance)

Age Division	Pitching Distance	Base Distance
8U (Coach Pitch)	47 ft	60 ft
9U	45 ft	60 ft
10U-11U	47 ft	70 ft
12U-13U	52 ft	80 ft
14U-19U	60 ft 6 in	90 ft

Section (8) (Softball Pitching and Base Distance)

Age Division	Pitching Distance	Base Distance
8U (Coach Pitch)	36 ft	50 ft
9U (Coach Pitch)	36 ft	50 ft
10U	33 ft	50 ft
11U	38 ft	50 ft
12U	40 ft	60 ft
14U-19U	43 ft	60 ft

Section (9) If a team is leading by 15 runs or more after 4 innings (3½ innings for the home team), or leading by 10 runs or more after 5 innings (4½ innings for the home team), the umpire shall terminate the game.

- Section (10) In all divisions, when the manager submits the official batting order, all players on the bench at game time must be listed and they will bat the roster. If there are late arrivals, they will be listed at the bottom of the line-up and enter the game, provided the team has not completed the first rotation of the batting order. In the event a player is required to leave a game because of an injury, illness or any other reason, that player will be declared out at their next subsequent time at bat (only), and will not be allowed to return to the game.
- Section (11) There is NO MANDATORY SLIDE RULE. At the umpire's discretion, a runner can be called out if the runner causes an interference or a collision by not sliding, not attempting to slide, or not attempting to bypass the fielder when a play is being made on them at any base, with the exception of the batter when advancing from home to first. If in the umpire's judgment the interference or collision was intentional, malicious or unsportsmanlike, the runner can be removed from the game.
- Section (12) Faking a tag without the ball will result in an obstruction being called against the fielder and the runner will be awarded a base.
- Section (13) A 5 run per inning limitation rule is in effect for all 8U-11U (Baseball) and 8U-11U (Softball). A 7 run per inning limitation rule is in effect for all 12U-19U (Baseball) and 12U-19U (Softball).
- Section (14) The 8U-14U (Softball) divisions will be allowed to play 8, 9 or 10 players. The 16U-19U (Softball) divisions will be allowed to play 8 or 9 players. The 8U-11U (Baseball) divisions will be allowed to play 8, 9 or 10 players. The 12U-19U (Baseball) divisions will be allowed to play 8 or 9 players.
- Section (15) In 9U-10U (Baseball) and 10U (Softball), the batter may not advance to first base on a dropped third strike with the batter automatically declared out.
- Section (16) In 9U-10U (Baseball) and 10U (Softball), the batter may not immediately attempt to advance to second base directly after a walk, unless a play is made on another runner.
- Section (17) There is no infield fly rule in the 9U-11U (Baseball) and 10U-11U (Softball).
- Section (18) In 9U-11U (Baseball), base runners must remain on base until the ball leaves the pitchers hand, with the runner being called out on any violation.
- Section (19) No designated hitter to be used in any division.
- Section (20) A courtesy runner may be used for the catcher only with two outs in an inning, with the last recorded out as the substitute.

RULE 5 ----- GAME TIMES

- Section (1) Should either team not be ready to start the game within 15 minutes after game time with the appropriate number of players, as defined in the rules,

the umpire will forfeit the game to the opposing team. Should both teams be in violation, both receive a loss. Forfeit games shall be scored as 7-0.

Section (2) On fields where more than one association game is scheduled on the same day, no inning shall start less than 15 minutes prior to the scheduled starting time of the next game, with the exception of a tie game and 1 additional inning being played in accordance with RULE 5, Section (7).

Section (3) In areas where a curfew is in force it must be made known to both managers at the start of the game.

Section (4) If a regular season or postseason game is called because of curfew or inclement weather, it shall be ruled a regulation complete game, if 4 innings have been completed, or 3 ½ innings if home team is leading at the time the game is stopped. If the game is called before it is ruled a regulation complete game it shall be replayed in its entirety when the game is rescheduled.

Section (5) All postponed games must be rescheduled and posted on the L.C.A.A. Web Site, by the home town, within 48 hours after the initial scheduled game. The postponed game must not be rescheduled within 7 days of the initial scheduled game. All rescheduling conflicts or issues should be resolved immediately by the councilmembers of the two teams involved. Games scores should be posted weekly.

Section (6) All games will be postponed because of bad weather by the home town team and the opposing team should be notified two hours before game time, if possible.

Section (7) All games will be 7 innings in length or in accordance with the L.C.A.A. game time limits set at 1:30 minutes for all divisions. In reference to game time limits, a new inning shall begin immediately after the third out is recorded from the previous inning. In the event a game is tied at the end of the specified game innings or time limits, 1 additional inning will be played in an effort to determine a winner.

Section (8) In an effort to maximize game play under time limits, it is a requirement of the L.C.A.A. that a maximum of 5 warm-up pitches be allowed between innings for current pitchers and a maximum of 8 warm-up pitches for new or relief pitchers entering the game.

Section (9) No regular season weeknight game shall start prior to 6:30 PM.

RULE 6 ----- POSTSEASON

Section (1) In the event of a tie, at the end of the regular season, between two teams of the same division, divisional standings will be determined by:

1. Head to Head competition
2. Head to Head run differential.

If then no determination can be made, another game will be scheduled and must be played before Playoff week begins. The two councilmembers that represent the two teams will determine home team and field through a random draw. Each team will bring an umpire qualified behind the plate to call balls and strike for one half the game. Home team will furnish game balls.

Section (2) In age divisions with 6 or fewer teams within their division, playoff competition will include all first and second place teams within the various divisions through a single elimination tournament format. In the first round of playoffs a second place team will play a first place team outside of their own division, if applicable, scheduled by the Playoff Supervisor. The first place teams will be home team and have home field advantage. Second and final rounds of playoff competition will be determined and scheduled by the Playoff Supervisor.

Section (3) In age divisions with 7 or more teams within their division, playoff competition will include all first, second, third and fourth place teams within the various divisions through a single elimination tournament format. In the first round of playoffs a fourth place team will play a first place team and a third place team will play a second place team, outside of their own division, if applicable, scheduled by the Playoff Supervisor. The first and second place teams will be home team and have home field advantage. Second and final rounds of playoff competition will be determined and scheduled by the Playoff Supervisor.

Section (4) In second and final rounds of playoff competition the team with the best regular season record will be the home team and have home field advantage. If two teams with the same record are scheduled and were in the same regular season division, then divisional standings will determine home team and home field, otherwise home team and field will be resolved through a random draw, by the Playoff Supervisor. In all playoff competition each team will bring an umpire qualified behind the plate to call balls and strikes for one half the game. Home team will furnish game balls.

Section (5) Any Bye determinations that are required during playoff competition, will be awarded to the team with the best record. If two or three teams with the same record are scheduled, Bye determination will be resolved through a random draw, by the Playoff Supervisor.

Section (6) Playoff competition will start July 17th and conclude on July 21st with the possibility of extending to July 22nd and July 23rd, for postponed games due inclement weather.

Section (7) The starting time for all playoff games shall be determined by the Playoff Supervisor. There shall be no game time limits set for playoff competition.

RULE 7 ----- CONDUCT

Section (1) Unsportsmanlike conduct is condemned and anyone on the field displaying **flagrant unsportsmanlike conduct, using profanity, intoxicants or drugs** will be removed from the game and will leave the area. Refusal will result in forfeiture of the game.

Section (2) There shall be no admission fee charged for any L.C.A.A. game and all food and drink policies must be observed in accordance with each home community association.

RULE 8 ----- PROTEST PROCEDURES

Section (1) Protest on a violation of eligibility must be submitted by any member of that particular league through the councilmember. The councilmember must notify the Protest Committee Chairman within 48 hours following the date of the last scheduled or rescheduled league game of the team being protested. The Protest Committee, on valid evidence presented by the councilmember, must declare the player in question ineligible and the player's team automatically forfeits all games in which the player has participated as a member of that team. This situation must be protested.

Section (2) Whenever an alleged violation of playing rules are involved, the manager or coach of the protesting team must call time and notify the umpire and manager of the opposing team that the game is being played under protest. Everyone involved should take notes on the situation at the time of protest.

Section (3) All disputes are to be settled by the two managers, if possible.

Section (4) If managers cannot settle the dispute; take it to the councilmember for your community. The two councilmembers should try to resolve the dispute.

Section (5) If the two councilmembers cannot settle the dispute, a formal protest will have to be submitted by the manager, through the councilmember, who should make sure that there is a report from the umpires involved. The councilmember must notify the Protest Committee Chairman within 48 hours following the end of the game. Protest from persons other than the councilmember, will not be considered.

Section (6) In no case should a manager pull their team from the field. That will be an automatic forfeit.

Section (7) All decisions by the Protest Committee will be final.

Section (8) Protest will not be accepted on an umpire's judgment.

Section (9) Any matter not expressly covered by these rules shall be left with the Protest Committee for a decision.

Section (10) A 50.00 protest fee will be required for each protest filed. If the protest is upheld, one half of the protest fee will be refunded.

Section (11) All rule interpretations will be handled by the Protest Committee.

RULE 9 ----- 8U BASEBALL AND 8U-9U SOFTBALL COACH PITCH RULES

- Section (1) The ball will be pitched to the batter by an adult coach and the batter will have 5 pitches in which to hit the ball. After 5 pitches, if the ball is not hit fair, the batter is out. If the batter fouls off the fifth pitch, or continues to foul off the subsequent final pitch, they will receive another pitch. Balls and strikes will not be called and the ball will be delivered with an overhand motion to baseball batters and underhand motion to softball batters.
- Section (2) If a batted ball hits a coach-pitcher, it is a dead ball and the pitch does not count as one of the 5 pitches.
- Section (3) If a pitched ball hits a batter, the batter does not take a base and pitch counts as one of the 5 pitches.
- Section (4) A catcher will be in position to catch pitched ball in full catchers equipment. If a team has only 8 players the catcher's position will be not required. In all games each team should use an adult backup at the backstop to retrieve the pitched balls.
- Section (5) No leading off by the base runner. Runners must stay on base until the ball is hit or they will be called out.
- Section (6) There will be no bunting or stealing.
- Section (7) There is no infield fly rule.
- Section (8) There will be no arc drawn in front of home plate.
- Section (9) Three outs or 5 runs constitute an inning.
- Section (10) The youth pitcher must stay on the rubber until the ball is hit.
- Section (11) The softball pitcher will be 36 feet and the softball adult pitcher will be 30 feet from home plate. The baseball pitcher will be 47 feet and the baseball adult pitcher will be 40 feet from home plate. Chalk line will be drawn for the adult pitcher the width of the circle. A 4 foot space will be left out of center so the adult pitcher does not block the child's view. The adult pitcher must pitch on either side of the space.
- Section (12) All youth pitchers are required to wear helmets and masks while on the mound.
- Section (13) In the event of an overthrow by a fielder and the ball enters foul territory, but remains in play, all runners are limited to advance one base.
- Section (14) Teams will bat the entire roster as stated in rule four.
- Section (15) Six year olds are eligible for sign-ups in order to complete roster only. No new teams of 6 year olds.

Section (16)

A 10 foot diameter circle will be drawn around the youth pitching rubber. If a throw is made from the field to the pitcher while standing in the circle and the ball passes through the circle, it becomes a dead ball. A short line will be drawn midway between each base. If a runner has not crossed the line when the ball becomes dead, the runner will return to their last occupied base. (Is is urged that these players should be instructed to make a play on the runner and not merely throw to the circle to stop play).

THERE SHOULD BE NO RULES USED IN ANY LINCOLN COUNTY ATHLETIC ASSOCIATION GAMES, EXCEPT THOSE LISTED HERE OR IN THE OFFICAL RULE BOOKS AS ADOPTED.

PRESIDENT _____ DATE _____