

LYNDHURST DADS' CLUB
MINOR LEAGUE
2010 RULES

- LIGHTNING - When lightning is seen in the area by an Umpire, Manager, Coach or any LDC Trustee the game MUST be suspended immediately. The game may be restarted only after 30 minutes of time has passed from when lightning was last seen.
- SMOKING - Prohibited on the field or in the dugout at any time (before, during or after a practice or game by managers, coaches or parents).
- FIELD CONDITIONS - If the LDC Fields Director determines that a field(s) is not playable that decision is final. Prior to the start of a game the Managers can, by consensus, determine that the field is not playable. If they cannot reach a consensus, the Umpire shall decide. Once a game has started, the Umpire will determine if the field is playable.

If a game is rained out Managers are to reschedule immediately for the 1st available date and notify the League Director to confirm field availability and to arrange for an umpire. If, the Managers cannot agree to a makeup date, the League Director shall schedule a date, time, and field.

- MANAGER RESPONSIBILITIES – Managers and Coaches are personally responsible for their conduct and the conduct of their players, coaches and, jointly with the other Manager, fans and spectators.

The winning Manager is responsible for contacting the League Director with the game score within 24 hours.

- UNIFORMS, supplied by the LDC, must be worn by all players. Failure to wear the team uniform will result in the player becoming ineligible to play until such time as the player is in uniform.
- HOME TEAM RESPONSIBILITIES;
 - Placing and returning to the equipment box bases and other equipment.
 - Supply 1 new game ball.
 - Pay umpire(s) and have the umpire card completed (keep and turn in at the end of the year).
 - Clean up litter after the game.
 - Occupy the 1st base bench.
 - Keep players within the bench area (only coaches and players are allowed in this area).
 - Help keep spectators from behind the backstop.
- VISITING TEAM RESPONSIBILITIES
 - Supply 1 “best playable” ball for the game.
 - Clean up litter after the game.
 - Occupy the 3rd base bench.
 - Keep players within the bench area (only coaches and players are allowed in this area).
 - Help keep spectators from behind the backstop.

- UMPIRES

Only the Manager, or in their absence, the designated Manager, may confer with the Umpire regarding the application of any RULE affecting the game and only for the purpose of avoiding a protest.

- PROTESTS

Protests will not be received or considered if based solely on a judgment decision of an umpire (safe, out, fair, foul, etc.). Protests are only valid when based on a rule of the game/league or the umpire's interpretation of said rule.

Protests involving the eligibility of a participant can be made at any time before or during the season (eligibility being defined as the assignment of the player to the league being improper).

A Manager must make known his decision to play a game under protest either (a) before the next pitch is made after the play occurs or (b) on the last play of the game, prior to both teams leaving the field of play (crossing the foul lines).

When notice is given that the game will be played under protest, the umpire shall note the date, time, place of the game, location of runners, the player at bat, the number of outs, balls and strikes and sign the official scorebook of each Manager.

The Manager who decides to play under protest shall, within 48 hours of the start time of the game submit in writing to the League Director, the following; the date, time and place of the game, the name of the umpire, the rule and section of the playing rules under which the protest was made, the decision of the umpire and the conditions surrounding the making of the decision and all other essential facts involved in the matter protested.

Protests will be submitted to the LDC Protest Committee by the League Director.

- BORROWED PLAYERS

A list of players from Mighty Mites who are eligible to be called up to play will be provided each team. Only those players may be called up and only for the purpose of avoiding a forfeit. A player cannot be called up if they are scheduled to play a concurrent game for their team. A team cannot call up the same player two (2) times in a row.

A borrowed player can only play in the outfield and bat in the bottom 1/3 of the batting order.

A borrowed player, even if enough official team members are present for the game must play at least eighteen (18) consecutive outs in a six inning game.

Opposing Managers are to be notified that a borrowed player is being used. The borrowed player will wear their regular team uniform. The League Director is to be informed within 24 hours if a borrowed player is used.

A 1st violation of the borrowed player rule will result in a verbal warning to the Manager. A 2nd violation will result in a one game suspension of the Manager.

- GAMES

Games (excluding make up or other specially scheduled games) shall start at 6:30pm. NO NEW INNING shall begin after 8:30pm. If an evening double header is scheduled, the 1st game will start at 6:15pm with no new inning to start after 8:15pm. The 2nd game is scheduled to start at 8:30pm with no new inning starting after 10:30pm. Regardless of a games' start time, no new inning will be started after two hours.

Games are scheduled to be 6 innings in length. A game is considered legal if 3 and ½ innings are completed with the home team leading or 4 innings if the home team is losing. A game is also considered legal and will end if, after 4 complete innings, either team is leading by at least 15 runs (mercy rule).

If a game ends in a tie each team will be credited with a ½ win and a ½ loss.

If a team is unable to field a minimum of 9 eligible players within 15 minutes of the scheduled start time of the game, the game shall be declared a forfeit and the other team awarded the victory. If neither team can field 9 eligible players within the 15 minute time period, then each team will be credited with a ½ win and a ½ loss.

A team must have a minimum of 9 eligible players to start a game under any circumstances and must have at least 9 eligible players to continue a game and avoid a forfeit.

All eligible players must play a minimum of four innings in a six inning game.

- POST SEASON TIE BREAKERS

In the event of a tie in the standings at the end of the regular season, the following tie breakers will be used in the order listed:

- (1) Team head to head records,
- (2) Runs scored in head to head games, and
- (3) Coin flip

- BATTING

Each eligible player shall bat in continuous order (injured players will not be an out) until three outs are made in the inning, or ten (10) runs have been scored. A player who is 15 minutes or more late to a game, is not eligible to play in the game. A player arriving after the start of the game but before the 15 minute limit will be placed last in the batting order.

Bunting is not permitted. If a ball is bunted the batter is out, the ball dead and runners must return to their last base.

After 1 warning per team, a batter shall be declared out if they throw their bat.

The batter is out and cannot advance on a dropped third strike. Runners may advance per the stealing rule.

The infield fly rule is not in effect.

- BATTING (cont.)

Intentional strikeouts to shorten a game are not permitted. The umpire will determine if a batter is attempting to intentionally strike out and call no pitch as necessary.

- PITCHING

The pitching rubber will be set at 46 feet from home plate.

One pitch thrown constitutes an inning pitched.

Managers must maintain a record in their scorebooks for all games of every pitchers name, uniform number, and innings pitched.

If a pitcher hits two batters in one inning, they shall be removed from the mound for the remainder of the inning. The pitcher can return in another inning but if they hit another hitter they will be ineligible to pitch for the remainder of the game.

A Manager/Coach may visit the pitcher one time per inning. A second trip in an inning will result in the pitcher being removed. A Manager has made a trip when they cross the foul line and speak to a pitcher.

A pitcher can pitch a maximum of ten (10) innings in any week (Sunday thru Saturday). Violation of this rule shall result in a forfeit of the last game pitched in.

A pitcher cannot pitch more than two consecutive days in a row.

A pitcher cannot pitch more than three (3) innings in any game. If more than one (1) game is scheduled on the same day, no more than five (5) innings can be pitched that day (3 innings in one game, 2 in the other). Under these circumstances, a pitcher may pitch only one (1) inning the following day.

- FIELDING

There shall be a maximum of ten (10) defensive players in the field, four (4) of which must be on the outfield grass at the time of the pitch.

The catcher must wear a protective athletic supporter and all issued equipment. Any player warming up a pitcher must wear protective head gear while doing so.

Any ball thrown out of bounds is a dead ball and bases will be awarded as follows; the 1st throw from any infielder the batter/runner and each runner will be awarded two bases from where they were at the time of the pitch. The second throw from any infielder or any throw from an outfielder the batter/runner and each runner will be awarded two bases from where they were at the time of the throw.

- BASERUNNING

Runners cannot lead off a base. They must remain on the base until the ball passes home plate.

Sliding is permitted. When sliding feet first the runner does not have to “hold” the base. Head-first slides are not permitted. A runner is permitted to dive head-first back to a base the runner has already attained. If diving hands first the runner must “hold” the base.

Runners must slide on close plays or they will be called out. This is a judgment call by the umpire.

Stealing is only permitted from second base to third base. On an over throw at third base on a steal the runner cannot advance to home.