

LYNDHURST DADS' CLUB  
PIXIE LEAGUE  
2008 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 1<sup>st</sup> 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 and field.

- MANAGER RESPONSIBILITY – 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/EQUIPMENT- Uniforms, supplied by the LDC, must be worn by all players; this includes a shirt and socks. Caps are optional. Tennis shoes or shoes with rubber spikes are permitted. Metal spikes are not allowed. Failure to wear the team uniform will result in the player becoming ineligible to play until such time as the player is in uniform. Only bats marked as "Official Softball" are legal. Use of an illegal bat may result in the player being called out.
- HOME TEAM RESPONSIBILITIES;
  - Placing and returning to the equipment box bases and home plate.
  - Supply 1 new game ball.
  - Pay umpire and have the umpire card completed (keep and turn in at end of year).
  - Clean up litter after the game.
  - Occupy 1<sup>st</sup> 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 3<sup>rd</sup> 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.

Questioning any judgment call made by an umpire (safe, out, fair, foul, etc.) will be construed as intimidating the umpire and grounds for immediate ejection from the game of the Manager, Coach, Player or spectator. Regardless of the manner in which it is done, any questioning of a judgment call may be considered intimidation.

- 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 their 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 T-Ball 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 game concurrently for their team.

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 a minimum of 3 innings (18 outs) in a 6 inning game.

Opposing Managers are to be notified that a borrowed player is being used. The borrowed player will wear their regular team uniform. A team cannot call up the same player 2 games in a row.

The 1<sup>st</sup> violation of the borrowed player rules will result in a verbal warning to the Manager. A 2<sup>nd</sup> 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 1<sup>st</sup> game will start at 6:15pm and no new inning will begin after 8:15pm. The 2<sup>nd</sup> game will be scheduled to start at 8:30 pm with no new inning starting after 10:30 pm. In any scheduled game, regardless of the starting time, no new inning will begin after two (2) hours.

Games are scheduled to be 6 innings in length. A game is considered a legal game if 4 and ½ innings are completed with the home team leading or 4 innings if the home team is losing. If, after 4 complete innings, the losing team is down by 10 or more runs a mercy will be enforced and the game ended. A game will also be an official game if called by the umpire, because of inclement weather or unsafe conditions after 4 complete innings or if the losing team has batted per the 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.

- POST SEASON TIE BREAKERS / PLAYOFFS

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

- (1) The tie breaker for 1<sup>st</sup> and 2<sup>nd</sup> place will be the results of head to head play. If the teams split the games, a one (1) game playoff will be held to determine 1<sup>st</sup> place.
- (2) All other ties in final standings will be decided by a coin flip.

Once scheduled, a playoff game date, time or location cannot be changed without the mutual consent of both Managers **AND** the League Director.

If a **PLAYOFF** game is stopped due to inclement weather, it will be resumed at the point where it was left off. The game will be completed before starting any remaining scheduled game. Playoff games can be called by the Umpire or the League Director.

- BATTING/PITCHING

Each eligible player shall bat in continuous order. Players arriving after the start of the game will bat last in the order.

If one team has more eligible players than the other, the number of players to bat in an inning for each team will be based on the larger number of players.

- BATTING/PITCHING (cont.)

Teams shall bat 1 time through their eligible roster of players unless three outs are made prior too doing so.

The infield fly rule is not in effect.

No bunting is permitted. If done, the batter is out and the ball is dead.

After 1 warning per team, a batter shall be declared out if they throw the bat and the ball is dead.

A Manager/Coach may only call a maximum of two timeouts per inning for offensive purposes. The rule does not apply to timeouts called for an injured player.

If a batted ball hits the adult pitcher, the ball is dead, the pitch does not count and all runners will return to their base.

All pitches by the adult pitcher will be made underhand. Each batter will receive a maximum of 8 pitches when at bat. If during such at bat a fair ball is not hit, the batter is out. The batter will be called out after 4 strikes, called or swinging. A pitched ball hitting the plate mat is a strike. No walks are permitted.

The center of the pitching circle is 32 feet from home plate. The circle will have a radius of 4 feet. The adult pitcher can pitch from anywhere within the circle provided at least one foot is inside the circle at all times. The adult pitcher cannot coach from the field. All throws to the pitcher must go to the pitcher helper, who will give the ball to the adult pitcher, NOT the adult pitcher.

- FIELDING

There shall be a maximum of 11 defensive players in the field; with a maximum of 4 in the outfield. Outfielders must be positioned beyond the cut of the outfield grass.

All players must play a minimum of 3 defensive innings. Substitutions may be made throughout the game.

When an infielder has control of the ball inside the base paths, and time is requested and granted, the ball is dead and play stopped. Base runners must return to the last base touched unless halfway to the next base.

A Manager/Coach may only call a maximum of two timeouts per inning for defensive purposes. The rule does not apply to timeouts call for an injured player.

- BASE RUNNING

Bases will be set at 55 feet.

Sliding or diving back to a base is not permitted. If done, the player is automatically out.

Leadoffs and stealing is not permitted. If done, the player is out.

If the catcher for the team is on base with 2 outs a courtesy runner can replace them so that they can begin getting their equipment on.

The double base (white and orange) is meant as a safety base only. Players should be instructed to touch the orange base when running to 1<sup>st</sup> base. There will be no penalty however for touching either base and play will continue.