

WHATCOM COUNTY YOUTH SUMMER BASEBALL RULES

Leagues: K-2nd Grade is Pitching Machine Rookie, 3rd-4th Player Pitch Minors, 5th-6th Player Pitch Majors
Weekday Game Start Times 6:00 we may need to move these to 5:45 if Coaches Agree to early start times

Time Limit: K- 2nd: 1 hour and 15 minutes (Coaches may agree to go longer) Sunny Day Let Them Play!

3rd/4th & 5th/6th: No new inning starts after 1 hour and 30 minutes. With **Double Headers we need the 6:00pm Games to end at 1:30 minutes Thank You for your help with this.**

Innings: Each DIVISION will play with time limit listed above

6 Innings is a complete game. An extra inning may be played if it is tied and if it begins before the time limit (unless both coaches and umpire agree to stay after time limit). 3 ½ innings is the minimum number of innings to record an official game. If the weather permits, please try to complete all games. Pony 7 Innings. "We Are Here for The Players"

The new Inning starts when the third out is made by the home team. PLEASE LOOK AT THE CLOCK All teams can keep batting if it will be the last inning until three outs are made. Please use good judgment to understand the last inning scenario.

Playing Time: Players must NOT sit out multiple consecutive innings and it is encouraged to have players play multiple positions during the season. **Every player available will be in the batting order for all divisions.** YES Player safety is a factor for play time.

Ground Rules: Balls leaving the field of play while in play will be ruled by the umpire (ground rule double, triple, homerun) based on how, when and where the ball left the field.

Defense: Pitching Machine: 5 or 6 infielders with all remaining players in the outfield (Coaches must rotate players each inning/game) **3rd/4th 6 infielders and 4 outfielders. 5th/6th 6 infielders and 4 outfielders** free defensive substitutions Coaches please rotate all players. Pony Division, Coaches will decide all game time player rotations and lineup activity.

Warm-Up: Warm-ups. No Infield Warm-ups on chalked fields. Grounders may be taken in foul territory next to the dugouts.

Base Length: Each league will play with 60' base paths (Pony will play at 80')

Pitching Distance: K-2nd Pitching Machine: 40'- speed 40 mph max, 40' 3rd / 4th, **5th/6th 46'**,

Game Balls: **LYS will** provide a new game ball for Bender field the start of a game. Umpires will keep the game balls. Pitching Machine: dimpled pitching machine balls will be used. It is recommended that a bucket of balls be provided so the speed of play is faster. Baseballs to be used are to be regulation full grain leather

Bats: Baseball: Bats shall not be more than 33 inches in length, nor have a bat barrel in excess of 2 3/4" inches. All Bats are acceptable yes players may use existing NON USA or other stamped bats, wood is also acceptable.

Shoes: Shoes with metal cleats or spikes are NOT permitted to be worn by players, coach, or manager.

Uniforms: Jersey, Team Hat, Baseball Pants & cleats. Game Days players must dress appropriately with shirts tucked in.

Jewelry: Jewelry is prohibited. Players shall not wear jewelry. Medical alert and religious bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so as to remain visible. Wireless communication devices are not allowed.

Player Safety: All players while base running, batting, or base coaching must wear a helmet. All on-deck batters must stand behind the batter. All other players will remain in the dugout

Base Running: If a play is being made on the runner, the runner must avoid contact. If the runner does not avoid contact and runs into the fielder or intentionally interferes with the thrown ball, the runner will be out. All slides should be feet first with the exception of dives back to the base. No Delayed Steals. Coaches, please educate players on avoiding contact. Umpire judgment will be final decision on interference.

Hit By Pitch: Batter is awarded first base if hit by pitch (Umpire Judgment).

Bunting: Is allowed in all divisions except K-2nd pitching machine. No Slash Bunting Automatic Out

Intentional Walks: All Pitches need to be thrown in All Leagues

Pitchers Warm-Up: Pitchers are allowed 5 warm-up pitches between each inning or when a new pitcher comes in.

Pitching Rule: Delivering one pitch in an inning constitutes having pitched an inning. Starting pitcher may re-enter as a pitcher later in the game. See specific league rules for other regulations.

Catcher Rule: Flagrantly running into the catcher results in an automatic out, player ejection, and dead ball. This is the umpire's judgment call. Please help teach these young players the proper game of Baseball.

Infield Fly: NOT Applicable in any summer division game

Third Strike: Dropped third strike is NOT in effect it is not required for a catcher to catch the third strike. Players may steal on dropped third strikes per division rules.

General League Rules Continued

Sportsmanship: Offer praise and encouraging words for all athletes, including opponents. Never openly berate, tease, or demean any child, athlete, coach, or umpire while attending a LYS sporting event and do not let kids do the same to each other. -The League Will Not Hesitate to act if the appropriate standards are compromised.

Field Conduct: Good citizenship at the schools, parks, and all field locations is crucial to the success of the program. Please pick-up all your garbage and no tobacco or alcohol is allowed at any program site. Please do not bring pets to fields except as permitted at Bender Field dog walk area. Thank you for your cooperation.

Umpires: There will be 1 or 2 umpires per game for player pitch. **K-2nd** Grade Pitching Machine will not require umpires and each coach will make calls for their own team. Many LYS umpires are students of the game, please be patient and supportive of these young persons. Ron Moreno is the head Umpire and scheduler for all games. Thank you for always supporting Umpire decisions

Practice Schedule: 1 max per week during the season, weekends if families are available this is optional per coach

Game Schedule: The schedules will be posted at lyndenyouthsports.com under the game schedule tab.

Score: No official score/record is kept for K-2nd pitching machine. The home team must provide the official scorebook for all other leagues that have official score/records.

Standings: Standings will be updated weekly based on scores that have been reported to LYS
YOU MUST TEXT SCORE 360-815-5450

Rainout Policy: Parents/Players should report to the scheduled game unless they hear from their coach. Each field will be decided by that respective area's director or coach. If the weather is questionable, only the coach is encouraged to check with that person. Decisions on weeknight rainouts will be made after 4:00pm and not until Saturday morning for weekend games. If a coach knows a game is rained out; it is encouraged that the first call is to the opposing coach. Please Note: some fields may be rained out on a day where other fields are not. We Live in the NW and the weather will change Hourly. For Lynden Games LYS will make every attempt to post rainout info on the **LYS website text and email/LYS Facebook** page. Coaches only may call after 4:00pm : **Lynden Bender Field 354-6717**

Make-Up Games: Teams are scheduled to play 10+ games. Games will be rescheduled to try to get a 10 game season. Rescheduling of any game will be done with coaches' agreement & approval of League coordinator. The intent is to make every game available for our Youth Programs.

Specific League Rules: K/2nd Grade Pitching Machine

- All players will be in the starting lineup; late arriving players may be added to the bottom of order. Players May be removed from lineup for injuries, medical, emergency, safety or family situations. The lineup will be squeezed no outs are recorded.
- Players must take full swings, no bunting allowed
- Runners may advance one base per overthrow
- Teams will bat through the order once per inning regardless of the number of players or score.
- No leading off or stealing. Players can run when the ball is hit
- Batter may watch the first pitch of each at bat. after that, they will become strikes.
- Ball hitting the machine is a base hit and runners will advance one base
- Players that are tagged or thrown out are OUT
- Strikes/Pitches 5 MAX Per Player, at the option of Coaches a batting T may be used to allow for players to make contact with the ball.
- The hitting team provides someone to feed the machine. (pitching machine will occasionally throw a bad pitch and this will NOT count as a strike) Each player bats in every inning. **Please help keep the game moving and allow all players to run the bases**

Specific League Rules: 3rd/4th Grade Minors

- All players will be in the starting lineup; late arriving players may be added to the bottom of order. Players may be removed from lineups for injuries, medical, emergency, safety or family situations. The lineup will be squeezed no out will be recorded.
- Stealing: There is no leading off and runners may steal as soon as the ball crosses home plate. NO STEALING HOME. No Delayed Steals Allowed.
- 4 Outfielders are used if available, Please Let Them Play
- Run Rule: If a team is ahead by 10 or more runs after 4 innings (3 ½ if home team) the game is completed. Once a team reaches the run rule the opposing team has a chance to get within the run limit.
- Runs per Inning: Teams will score a maximum of 5 runs per inning or until 3 outs have been made. Final inning is based on the 1 Hr 30 min rule and unlimited runs may be scored
- please **NOTE the start time** in the home book. In the final inning per time limit teams are allowed to score unlimited runs or until 3 outs are made.
- Runners may be walked across plate or may score on batted ball with errors. Runners **WILL NOT steal home on a passed ball. Or a throw to a base by the catcher.**
- Pitching Rule: : A pitcher may pitch a maximum of 3 innings a game and no more than 6 innings a week 9 If you play 3 games (including rescheduled or makeup games). A pitcher may re-enter to pitch in the same game if Not pitched more than two innings.

Specific League Rules: 5th/6th Grade Majors

- All players will be in the starting lineup; late arriving players may be added to the bottom of order. Players may be removed from lineups for injuries, medical, emergency, safety or family situations. The lineup will be squeezed no out will be recorded.
- Stealing: There is NO leading off and runners may steal as soon as the ball crosses home plate. **Players are allowed to steal home.** No Delayed Steals Allowed, the ball is returned to the pitcher player may not steal home or another base.
- Run Rule: If a team is ahead by 10 or more runs after 4 innings (3 ½ if home team) the game is completed. Once a team reaches the run rule the opposing team has a chance to get within the run limit. Teams may continue play if both teams and umpire agree to stay.
- Runs per Inning: Teams will score a maximum of 5 runs per inning or until 3 outs have been made. Final inning is based on the 1 Hr 30 min rule and unlimited runs may be scored. Unlimited in the final inning.
- Pitching Rule: A pitcher may pitch a maximum of 3 innings a game and no more than 6 innings a week 9 for 3 games in one week (including rescheduled or makeup games). A pitcher may re-enter to pitch in the same game if Not pitched more than two innings.

LOST Items: Please encourage players to pick-up their belongings after each practice and game. It is also helpful for players to mark items with their name & phone number. Lost Items are placed in a Box at the concession stand. The League and Coaches are not responsible for lost Items.