

# LAKESHORE BASEBALL LEAGUE RULES

2009

National Federation of State High School Association and W.I.A.A. rules will apply, with the following exceptions:

## 5<sup>th</sup> & 6<sup>th</sup> CADETS

1. Current 5<sup>th</sup> and 6<sup>th</sup> grade players (current school year).
2. All diamonds will have 60 or 65-foot bases, and a 50-foot pitching rubber
3. The base runners must hold their bases until the pitcher has delivered the pitch. Thereafter, the runner may steal any base except home.
4. The base runners may advance to any base except home on a wild pitch or a passed ball.
5. Base runners must stop and are froze at 3<sup>rd</sup> base only as a result of being played on by the catcher or any other players, and may advance to home only as a result of a batted ball, walk, hit batsmen (if they are forced) or the defensive team over throwing into a dead ball area. No stealing of home plate!
  - **Example 1: Runner is on first and the pitcher delivers a pitch to the batter, which he does not make contact with. Base runner attempts to steal second, the catcher throws to second and over throws the ball into center field. The base runner may advance to third on his own BUT must stay at third when he reaches it. Or is at risk of being put out.**
  - **Example 2: Runner 1 is on second Runner 2 is on first the catcher make an attempt runner 1 attempting to steal third and over throws into left field. Ruling: runner 1 must stop at third and runner 2 may advance to second on his own.**
  - **Example 2 Runner on second & third batter swings and misses the ball for the third strike, the catcher drops the third strike. Ruling, all runner may advance to any base on an over throw or on the play being made on the batter/base runner. If a runner is occupying first base with less than two outs the batter is out and no runner may advance beyond third.**
6. 5<sup>th</sup> & 6<sup>th</sup> Grade Cadets bat cannot be longer than 33 inches, or more than 2 ¼ inches in diameter. No weight drop restrictions. Wooden bats can be 2 ½” in diameter.
7. 5<sup>th</sup> & 6<sup>th</sup> Grade Cadets pitcher shall not pitch more than 3 innings per game. Once a pitch is delivered, it is considered an inning. No special provisions for extra inning games. This rule applies to League games only. League cannot control innings pitched in outside tournaments.

## 7<sup>th</sup> GRADE CADETS

1. Current 7<sup>th</sup> grade players (current school year).
2. All diamonds will have 75-foot bases and 54-foot pitching rubber, - WIAA baseball rules.
3. 7<sup>th</sup> Grade Cadets bat cannot be longer than 33 inches or more than 2 ¼ inches in diameter. Wooden bats can be 2 ½” in diameter. No weight drop restrictions
4. Lead-offs and stealing are allowed at the 7<sup>th</sup> grade cadet level. Balks will be called by the umpire at the 7<sup>th</sup> grade level.
5. 7<sup>th</sup> Grade Cadets pitcher shall not pitch more than 4 innings per game. Once a pitch is delivered, it is considered an inning.
6. **Modifies the balk rule with allowing the “turning of the shoulders” under certain situations.**

## 8<sup>th</sup> GRADE CADETS

1. This league will consist of current 8<sup>th</sup> grade players (current school year).
2. WIAA & National Federation Rules apply. Bats cannot be greater than -3 drop and MUST be 2 5/8" barrel and BSER stamped. **Wood bats are legal, diameter at thickest part of 2 3/4" or less.**
3. 8<sup>th</sup> Grade Cadets pitcher shall not pitch more than 5 innings per game. Once a pitch is delivered, it is considered an inning.
4. All High School Approved bats are legal
5. **Modifies the balk rule with allowing the "turning of the shoulders" under certain situations.**
6. Distances for bases and pitching rubber consistent with those distances used at all high school diamonds.

## ALL CADETS

1. Uniforms are optional.
2. There will be no DH. However, and A.H. (additional hitter) is an option that can be used by teams. Additional Hitter rule can be used in the entire program. A team may insert an Additional Hitter into its line-up. The batting order must remain constant; however, any nine of the ten players can take a defensive position throughout the game. It is not mandatory that a team use an A.H. but failure to declare such a hitter prior to the game precludes the use of an A.H. in that game.
3. Unless lights are used, games shall not be scheduled to start later than 6:00 PM.
4. Re-scheduling postponed games shall be the responsibility of the home team. Both teams must mutually agree to re-scheduling postponed games before the end of the Regular Season Game Schedule. All rescheduled games **must completed by the end of the Rain Make-up Week or the Saturday before Playoff Scheduling (no exceptions!)**. If an agreement is not reached, the league officers must be notified immediately, and they will reschedule the game.
5. In all rainouts, the visiting team must be notified as soon as possible (2 hour notice if possible).
6. If a game is called due to lack of daylight, it is considered a suspended game and must be finished, **starting exactly where it was when called (inning, line-up, score, etc)**. Both teams are responsible to make sure suspended games are rescheduled and finished. Rain out games will be official games per WIAA and National Federation rules.
7. Umpires: Minimum ages for 5<sup>th</sup>, 6<sup>th</sup> & 7<sup>th</sup> Grade Cadet Umpires is 16 years old. 8<sup>th</sup> Grade Cadet Umpire is 17 years old. Every effort should be made to have at least one (1) WIAA umpire for each game if possible.
8. Any team that does not have a representative present for each team at the league-scheduling meeting will not be included in the league schedule for that season.
9. **WIAA 10 run rule will apply to all leagues after 5 innings (4 1/2 if the home team is ahead by 10 runs – does not have to be equal "at bats"). Sudden death rule applies.**
10. Baseballs **MUST be Diamond D1 Pro** supplied by the Lakeshore Baseball League.
11. Coach Ejection: If a coach is ejected from a game, the coach must leave the park and serve a 1-game suspension for the following game, just like a player ejection. If an Assistant Coach is not present to continue the game, the game will end in a forfeit.
12. Fan Ejection: Coaches are reminded to tell their umpires that they have the ability to eject a disruptive fan. Sufficient verbal warning should be given before the ejection takes place. No

umpire or coach should physically deal with a disruptive fan. If necessary, Police can be called.

### ALL CADETS

13. **Both teams are required to report scores, innings pitched, and ejections (both player and coach ejections).**
14. ALL catchers are required to wear a cup.
15. Face shields are allowed, but must be clear.
16. Players are allowed to move up one time (game) during the season and move back down, but this move must first be approved by the Commissioner before game time. **This move can only take place to prevent a forfeit!** If a player moves up for more than one game, that player must remain on the older team for the remainder of the season.

### RULE CLARIFICATIONS

#### RE-ENTRY RULE:

The starting nine defensive players will be designated “players” and any player taking the place of a starter will be designated a “substitute.” A “starter” may be removed from a game and re-enter once. He must return to the same spot in the batting order, but may field different positions. A “substitute” may NOT re-enter the game once he has been removed.

#### **Pitching Restrictions**

- (1) A player who is announced as pitcher uses one inning of his allowed maximum even though he throws only one pitch, issues an intentional walk or picks a runner off base before throwing this first pitch.
- (2) The pitching rule applies even though a game is called (ended) by the umpire because of darkness, rain, or some other factor before it has become an official game.
- (3) It is not the responsibility of the game official to enforce the pitching rules.

#### **Example: Innings Pitched**

	<b>First Day</b>	<b>Second Day</b>	<b>Third Day</b>	<b>Fourth Day</b>	<b>Fifth Day</b>	<b>Sixth Day</b>
A	7	0	0	7	0	0
B	10*	0	0	10*	0	0
C	6	0	1	0	0	7
D	5	2	0	0	4	3
E	3	3	1	0	0	10*
F	2	2	2	2	2	2
G	4	0	2	5	0	0
H	4	0	6	0	0	7

\* Equals the additional innings provision.