

Lakes Athletics Association

League & Baseball Rules and Regulations

5U – HS (14U-18U) Divisions

Revised 9.19.25

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Forward

Playing rules not specifically covered herein, shall be governed by the Kensington Valley Baseball & Softball Association (KVBSA) Rules & Guidelines. The rules and regulations printed on these pages are for the Lakes Athletics Association (LAA) 5U-HS Divisions use only and shall supersede any statement listed in the KVBSA rules.

In the event of any conflict in the language between any printed version of these Lakes Athletics Rules and Regulations and the LakesAthleticsAssociation.org online version, the LakesAthleticsAssociation.org online version shall govern.

A Lakes Athletics Association Rules Cheat Sheet is also supplied. In the event of any conflict between the official Lakes Athletics Rules and Regulations and the Lakes Athletics Association Rules Cheat Sheet, the Lakes Athletics Association Rules & Regulations will supersede.

Certain divisions play crossover or interleague games against teams from different leagues in the surrounding communities. The Lakes Athletics Association Rules & Regulations will be followed and will supersede.

Rule 1.00 – Objectives of the Game

1.01 The Playing Field

A. The field shall be laid out according to the instructions below:

	5U / 6U	7U / 8U	10U	12U	HS (13U-18U)
Field Dimensions:					
Pitching Distance	No Needed	40' 0"	46' 0"	50' 0"	54' 0" or 60' 6"
Elevated Mound	Not Needed				
Base Distance	50' 0"	60' 0"	65' 0"	70' 0"	80' 0" or 90' 0"
1st to 3rd / Home to 2nd	70' 7"	84' 10"	91' 11"	99' 0"	113' 2" or 127' 3"
Minimum distance from home to nearest fair obstruction:	(Pitching Arc) 23' 0" Radius	150'	200'	250'	350'
* If the field dimensions are found to be incorrect after play has started, corrections to the field should be made at the end of the current inning.					

B. The home team shall set the bases and chalk the field.

a. Batter's boxes shall be chalked for each game.

C. The visitor team shall be responsible for installing base caps, returning the bases and pitchers rubber to the field lock box and locking the field box after each game. The visitor team shall also be responsible for returning the playing field to suitable conditions for the next team that will be using, including filling all holes and raking/dragging areas of the field as required.

1.02 Bats

A. All bats must have either a USA Bat, BBCOR and/or USSSA approved label on them. In the event that an unapproved bat is used (once the batter steps into the batter's box) the batter that is in violation will be called out. The player will be allowed to bat again the next at bat.

B. Bats of any color are acceptable.

C. All bat handles shall be taped or bound properly with adhesive or friction tape. No smooth electrical tape shall be allowed.

1.03 Uniforms

A. Uniforms and caps will be given to the players only after they have paid their registration fee.

B. Uniforms must be worn for all games. PENALTY: Any player not in uniform cannot participate in the game.

C. The players may keep their shirts and caps after the season ends.

- D. 5U-12U register players are permitted to use shoes with rubber cleats or tennis shoes may be worn. HS registered players are permitted to use metal cleats.
 - E. Jackets, sweatshirts, etc. shall be allowed or required in unusual weather.
 - F. All male players shall be required to wear a supported and protective cup.
- 1.04 Fielder's Glove and Mitts
- A. Each fielder shall be allowed to use any glove or mitt available to him regardless of the weight or color.
- 1.05 Protective Headgear
- A. All players shall use a protective helmet while at bat.
 - B. All base runners are required to wear protective headgear.
 - C. Catchers must wear protective headgear, mask, & chest protector.
 - D. Any player warming up a pitcher must wear a mask, supporter, and protective cup.
 - E. If a player is coaching, they must wear a protective helmet.
- 1.06 Baseballs
- A. For safety, specific balls will be supplied for each division by the Equipment Director and should be the only balls used for play (i.e. softer balls for T-ball, cork core balls for 7U-HS).

Rule 2.00 – Definitions of Terms

2.01

- A. Inning: An inning is defined as that portion of a game within which the teams alternate on offense and defense and in which there are three outs for each team. Each team's time at bat is defined as a half-inning.
 - a. 5U/6U: A half inning is constituted of all players from one team batting one occurrence.
 - b. 7U/8U/10U: A half inning is constituted of three (3) outs or five (5) runs, whichever comes first. Only five (5) runs count per half inning.
 - c. 12U/HS: A half inning is constituted of three (3) outs or six (6) runs, whichever comes first. Only six (6) runs count per half inning.
 - d. These run limit rules apply for the final inning of each game including Playoffs, Championship and All-Star games.
- B. Balk
 - a. 5U/6U: N/A
 - b. 7U-12U: No balks will be called. Balks will be instructional by the umpire.
 - c. HS: No warnings will be given for balks in HS play
 - d. Fake to 3B, throw to 1B: will be called a balk and will not be permitted 7U-12U play.
 - e. Fake to 3B, throw to 1B: will be permitted at HS play.
 - f. Any hidden ball "trickery" is not permitted and will be called a balk at all level of play.
- C. Infield Fly
 - a. 5U/6U/7U/8U: The infield fly rule will not be used.
 - b. 10U/12U/HS: The infield fly rule will be in effect when called by the umpire
- D. Time at Bat: A time at bat will be considered the completion of a batting play such as a walk, base hit, hit by the pitcher or an out. (Substitution as a pinch runner does not constitute a time at bat or an inning on the field)

Rule 3.00 – Game Preliminaries

3.01 Home Team

- A. Each team shall furnish one new baseball for each game. These balls shall be furnished to the umpire during the pre-game meeting. Team Manager's will receive their game balls from the Equipment Director.
 - a. For 5U & 6U, each team shall furnish one baseball for each game. New or used is acceptable.
- B. The home team shall be responsible for the bases, pitchers' rubber, marking of and field set-up prior to each game.
- C. The home team manager is in charge prior to every game. He is responsible for putting the field in the best possible playing condition and shall determine if the game is to proceed, weather or time permitting (League time limits withstanding). He calls for a meeting with umpires and opposing managers at home plate where they will state what the ground rules are for that day. At that point, the field is turned over to the umpire and the game may begin. Any disputes will be resolved by the Chief Director. (It is up to the manager/coach at this time to ask the umpire about additional requirements such as where the players are allowed to reside during the game and verbal activity allowed at home plate or in the field.)
- D. Home team is responsible for keeping the official scorebook and obtaining a signature of the umpire in the official scorebook after each game.
 - a. For 5U/6U, this rule is not applicable.
- E. All teams must have their team scorebook with them at every game. All teams must maintain a record in the scorebook of the innings pitched by each pitcher on both teams during every game.
- F. If an opposing team requests to review the pitching record (for that calendar week) of a pitcher entering a game to pitch and the pitching records are not available, that pitcher will be limited to pitch a maximum of one inning during that game.

3.02 Visitor Team

- A. The visiting shall provide a new baseball for each game (reference above Rule 3.01 A)
- B. The visitor team shall be responsible for installing base caps, returning the bases and pitchers rubber to the field lock box after each game. The Home team is responsible for all crossover games.
- C. The visitor team shall be responsible to return the playing field to suitable conditions for the next team that will be using, including filling all holes and dragging areas of the field as required.

3.03 Batting Order and Playing Time

- A. Each player will bat his / her turn in rotation regardless if he / she is playing the field that inning or not. Any player arriving after the exchange of line up cards must be added to the bottom of the roster and the opposing manager must be notified. All players present must be shown on the lineup card.
- B. Prior to starting a game each manager will submit to the opposing manager a sequential batting order that includes all members of the team available to play in the game. During the game all players will bat in a continuous rotation that follows the established batting order. Substitutions in the batting order will not be allowed.
- C. A player once removed from a fielding position is eligible to re-enter the game at any position at his manager's discretion while maintaining the original position in the batting order. There is no limit to the number of times that a player may re-enter a game.
- D. Each player present on each team at starting time must play a minimum of three (3) complete innings in the field (defensive position) prior to the 6th inning unless he / she is ill, injured, or being disciplined. This rule applies to Regular Season, Playoffs, All-Star and Championship games.
- E. Any manager who prohibits a player from playing in a game due to "Disciplinary Action" must submit the disciplinary action and penalty in writing, and have the penalty approved by the LAA Executive Board 24 hours prior to the game. The game suspension must be reported to the opposing manager before the start of the game. Example: Discipline might be the result of unexcused and continual absence from practices and/or games.
 - a. "Disciplinary Action" must be reported to the opposing manager as it occurs during the game.

- F. No player may be dropped from any team for any reason without first getting the approval of the LAA Executive Board.
- G. A player removed from a game for reason of injury or illness may not return to that game.
- H. A player removed from a game for reason of injury or illness will NOT be an automatic out each time his/her position in the batting order comes to the plate, until that team falls below 9 players. But the batting order is moved up one position. The final decision on illness or injury will rest with the umpire and two managers.
- I. If a batter is injured and unable to complete the at-bat, the at-bat is skipped without penalty. If a batter is injured during his/her at bat, the next batter will assume the injured batter's balls/strikes count.
- J. All managers will have their full roster on all score sheets and lineup cards with reasons for absences noted on score sheets and lineup cards for any player missing.
 - a. Reasons for absence may not be required by interleague opponents.
- K. A weekly pitching record must be recorded and made available at the request of managers, officials, or league officers.
- L. Any player who misses a game unexcused must be reported to the Chief Director.

3.04 Substitutes

If a base runner is injured while on base, the manager may substitute for the player who was put-out last for the injured runner. If for any reason the last runner put out is at bat or on the base paths, use the second to last put out (going back to the previous inning if necessary). The manager must notify the opposing manager and head umpire prior to putting the pinch runner in the game. All players will move up one position in the batting order. If there is any reason the above rules cannot be followed, it is up to the head umpire to determine the substitute.

Rule 4.00 – Starting & Ending the Game

4.01 Starting the Game

- A. Each manager shall submit his batting roster to the umpire and opposing manager not later than five (5) minutes before the start of the game.
- B. The official game start time is the end of the manager/umpire pre-game meeting.

4.02 The batting order, once submitted, shall not be altered except to add a late player, remove player for disciplinary reasons, or remove/reorder for injury.

4.03 Unsportsmanlike Conduct

- A. Any action that is deemed to be abusive, dangerous, or not consistent with the league's intended sportsmanship principles will be met with strict discipline. The game umpires, at their discretion, may take any action they feel is consistent with the offense. The umpire may warn the team, (second and subsequent incidents will result in an automatic ejection of the offending party) or may eject any coach, manager, spectator, or player without a previous warning. Examples of Unsportsmanlike Conduct include but are not limited to: throwing bats or helmets; taunting of the opposing team; abuse of any umpire, player or coach; and abusive language. Each manager/coach is responsible for asking the umpire for additional requirements at the start of each game, such as to where players may reside during the game and what type of verbal activity is allowed at the plate.

4.04 Regulation Game

- A. A full regulation game consists of three (3) innings for the 5U/6U age division, six (6) innings for age divisions 7U – 12U, and seven (7) innings for HS age divisions or if time limit is reached, whichever comes

first. All 7U/8U games shall not start a new inning after one (1) hour 30 minutes. All 10U-HS games shall not start a new inning after one (1) hour 45 Minutes.

- a. These game time limits will remain in effect for all regular season and playoff games.
 - b. Championship and All-Star games will not have time limit restrictions; inning run limits will be in effect.
- B. If the game is called by the umpire for any reason, it is a complete game if:
- a. 5U/6U: Two (2) innings have been completed.
 - b. 7U-HS: Four (4) innings have been completed, or the home team has scored more runs after three and one half (3 1/2) innings.
 - c. (Clarification): If the game is called while an inning is in progress and before the inning is completed, and the visiting team has scored one or more runs to take the lead and the home team has not retaken the lead, in this case the score upon the completion of the last full inning shall stand (since the home team did not have a chance to record all 3 put outs in the current inning).
- C. Max Runs per Inning / Game Mercy Rule
- a. 5U/6U: Not Applicable.
 - b. 7U/8U/10U: A five (5) run per inning mercy rule will be in effect and the inning will immediately end when the run limit is reached. After the 5th inning, if one team is mathematically incapable of scoring enough runs to tie or win the game, the game will end (see item B above).
 - c. 12U/HS: A six (6) run per inning mercy rule will be in effect and the inning will immediately end when the run limit is reached. After the 5th inning, if one team is mathematically incapable of scoring enough runs to tie or win the game, the game will end (see item B above).
- D. Forfeit time is fifteen (15) minutes after the scheduled starting time of a game.
- a. 5U/6U: There are NO forfeits. A team is allowed to start a game with any number of players.
Example: A team has only 8 players at game time, they will be allowed to start the game and add players as they arrive. The opposing manager must be notified when the player is added.
- E. All teams must have at least eight (8) eligible players present in order to start a game. If a team has only eight (8) players at game time and a player is injured during the game, the team can finish the game with seven (7) players. There must be at least seven players to finish a game. Each team must bat 9 players, if 9 players are not able to bat, that team will receive and out for each player below 9 players.
- F. A player absent for the continuation of a suspended game, but present on the original game roster will be an automatic out each time his position in the batting order comes to the plate. Players absent from the original game roster may be added to the end of the batting order if the order had not been completed prior to game suspension.
- G. Only the coach who attended the pre-game coach/umpire meeting (after asking for time out) may discuss a decision with the umpire, provided it is done in a gentlemanly, respectful manner. Additional coaches, players, scorekeepers or parents may not discuss a decision with the umpire.
- H. If, in the discretion of the umpire, the continuance of the game would not be beneficial to the player or the Baseball Program, for any reason, it shall be terminated, and the results of the game shall be recorded as determined by the umpire. THIS APPLIES ONLY IF THE TIME LIMIT HAS ELAPSED.
- I. Extra Innings:
- a. 5U/6U: There are NO extra Innings.
 - b. 7U – HS: There will be NO extra innings during regular season or playoff games; these games may end in a tie. If needed the following Tie Breakers will be used to determine which team moves forward in playoff brackets.
Tie Breakers
1st tie breaker – Head-to-Head
2nd tie breaker – Least runs allowed

3rd tie breaker – Run differential

4th tie breaker – Runs scored

5th tie breaker – Coin toss

- c. 7U – HS: If an All-Star or Championship ends in a tie; the International Tie Breaker innings rule will be used. The International Tie Breaker inning rules are this...last batted out from previous inning starts the inning on 2nd base putting them in scoring position. The batting team automatically starts with 1 out and every batter starts their at bat with a 1-1 count. This rule will be followed by both teams until the inning is complete and there is a winning team.

4.05 Protesting Games/Calls

- A. In game protests will have a 5-minute time limit applied to them, in order to explain case and have decision made.
- B. A protest will only be accepted during inter-league play and Lakes Athletic Association playoffs.
- C. Only the coach who attended the pre-game coach/umpire meeting (after asking for time out) may relay a protest with the umpire, provided it is done in a gentlemanly, respectful manner. Additional coaches, players, scorekeepers or parents may not discuss a decision with the umpire.
- D. A protest must be filed in writing to the LAA Executive Board (Lakes/other league) along with \$100.00 within twelve (12) hours of the start of the game.
 - a. The official game start time is the end of the manager/umpire pre-game meeting.
 - b. If possible, opposing manager and umpire should be notified prior to leaving the field of play.
- E. A protest cannot be filed regarding any umpire's judgment on strikes, balls, foul balls, etc. A protest can be made only on a call which appears contrary to the rule book.
- F. Upon receipt of the protest, a protest committee will issue a final protest determination. The Chief Umpire or Umpire in Chief shall then contact the writer to indicate whether the protest is accepted or rejected. A rejected protest shall result in forfeiture of the \$100.00 deposit. A retracted or accepted protest shall require a refund of the \$100.00 to the writer.
- G. If protest is upheld, teams may be required to pick the game back up where the infraction incurred. The protest committee will verify next steps with their judgment.

Rule 5.00 – The Batter

5.01 Third Strike Rule

- A. For 7U-12U Division, a batter is out whether the third strike is caught by the catcher or not.
- B. For the HS Divisions, the 3rd strike rule applies – the batter may become a runner if the third strike called by the umpire is not caught, providing (1) first base is unoccupied, or (2) first base is occupied with two out.

5.02 Thrown Bat (Umpire Discretion)

- A. 5U-HS: If a player throws the bat, the batter is out. The umpire is not required to provide a team warnings after the act. The pre-game manager meeting is the teams warning. If a player throws a bat and the umpire considers that action as "Unsportsmanlike Conduct " the action will be disciplined under the rule defined in section 4.03 of these rules.

5.03 Bunting

- A. 5U-8U: Bunting is NOT allowed.
- B. 10U-HS: Bunting shall be allowed.

Rule 6.00 - The Runner

6.01 Leading off & Stealing Restrictions

- A. 5U-8U: NO STEALING shall be allowed. The runner must remain in contact with the base until the ball has been hit by the batter. The runner shall be called out if a violation occurs.
- B. 10U: There are no restrictions for leading off. Each team is only permitted to steal home once per inning.
- C. 12U-HS: There are no restrictions for leading off or stealing.

6.02 Overthrow

- A. An overthrow/out-of-play area shall be defined as any ball thrown to a base, in an attempt to put out the runner, which is not cleanly fielded or caught, strikes a spectator, object, player on the bench, or passes the out of play restraining line. Umpire and base coaches are not considered as players under this rule.
- B. A runner shall be awarded one (1) additional base when an overthrow/out-of-play area ball is overthrown. (The ball is dead upon entering the out-of-play area). In the case of an overthrown/out-of-play area ball, the runner is awarded an additional base over and above the base to which the runner is proceeding to prior to the overthrow/out-of-play ball being thrown. EXAMPLE: A runner rounds second and has taken at least one step toward third without hesitating or stopping and the ball crosses the out of play line at that moment, the runner is allowed the base he is going to (third) plus one base (home).
- C. There will be no overthrow when the catcher is returning the ball to the pitcher provided the pitcher is in the area of the mound.

6.03 Headgear

- A. Any batter, base runner, or non-adult coach who is on the field of play must wear protective headgear.
- B. A runner shall be called out if he INTENTIONALLY removes his protective headgear while advancing to a base.

6.04 Slide (close plays)

- A. The intent of the slide rule is first and foremost to promote safety. Sliding can reduce the possibility of serious contact or injury from a ball being thrown at the face. A runner must slide on any close play at second, third or home plate. If the ball is in the possession of the player covering the base, the runner must slide and avoid contact with the other player. (Note: The base coaches must make every attempt to assist the runner in determining when to slide). If contact occurs, the umpire will determine whether the contact was interference. Malicious contact must be avoided and is solely up to the discretion of the umpire. Penalty: If the play is found to be interfered with, the runner will be called out and the team will be issued a warning. If malicious intent was determined, in addition to being called out, the runner will be ejected from that game as well as the following three (3) games.

Additional Note: When the player awaiting the throw, deliberately fakes reception of the ball to force the runner to slide, the runner will be awarded that base plus one additional base.

6.05 Courtesy Runners

- A. The offensive team may use a courtesy runner with any outs for the pitcher and catcher, (pitcher and catcher of record for the first half of the first inning, the position is determined by the roster). The courtesy runner is the player that made the previous out, either batted or on bases. The re-entry status of the courtesy runner, pitcher, and catcher shall not be affected by this rule. If an improper substitution is made, the correct substitution will be made upon notification of the improper substitution.

Rule 7.00 – The Pitcher

7.01 Pitch Innings/Counts

- A. A calendar week is from 12:01 Monday to 12:00 Midnight the following Sunday.
- B. A player shall not pitch in a game with less than forty (40) hours rest, after pitching in three (3) or more innings in a calendar day for 7U-12U and four (4) for HS.
 - a. 40-hour rest rule does not apply to 5U-8U divisions.
- C. In regular Season and Playoff games, a pitcher shall not be allowed to pitch in more than:
 - a. 5U/6U: Not Applicable.
 - b. 7U: One (1) innings per game and no more than a total of three (3) innings per week.
 - i. Note: Championship and All-Star game will be six (6) innings of kid pitch, pitchers are eligible to pitch two (2) innings in these two games only.
 - c. 8U: Two (2) innings per game and no more than a total of Five (5) innings per week.
 - i. Note: Championship and All-Star game, pitchers are eligible to pitch three (3) innings in these two games only.
 - d. 10U: Three (3) innings in one game.
 - i. Note: Championship and All-Star game, pitchers are eligible for 4 innings.
 - e. 12U: Three (3) innings in one game.
 - i. Note: Championship and All-Star game, pitchers are eligible for 4 innings.
 - f. HS: Four (4) innings per game
 - i. Note: Championship and All-Star game, pitchers are eligible for 4 innings.
- D. As soon as a pitcher has delivered one (1) pitch to a batter, he shall be considered as having pitched in one (1) Inning.
- E. Managers must pay attention to any pitcher, and if the pitcher appears to be laboring due to fatigue or injury, they will substitute for a new pitcher to avoid injury.
- F. Balk
 - a. 5U/6U: N/A
 - b. 7U-12U: No balks will be called. Balks will be instructional by the umpire.
 - c. HS: No warnings will be given for balks in HS play
 - d. Fake to 3B, throw to 1B: will be called a balk and will not be permitted 7U-12U play.
 - e. Fake to 3B, throw to 1B: will be permitted at HS play.
 - f. Any hidden ball “trickery” is not permitted and will be called a balk at all level of play.

7.02 Maximum Hit Batters

- A. A maximum of 3 hit batters, per pitcher, per game can occur. Pitcher is removed from the pitching position immediately after 3rd hit batter. Player may remain in game unless determined to be intentional per umpire discretion.

7.03 Other Pitching Rules

- A. A pitcher who has been withdrawn from the mound, shall not be permitted re-enter the game as a pitcher.
- B. If a relief pitcher is substituted cold, the umpire must allow him to warm up with eight (8) warm-up pitches.

Rule 8.00 – T Ball Specific Rules (5U)

8.01 The Batter (5U)

- A. The batter shall be allowed a reasonable number of attempts while attempting to hit the ball from the batting “T” into the field of play.
- B. The foul ball circle shall be a 23-foot radius circle from the rear of home plate and is to extend from foul line to foul line – if a player hits a ball within this circle, the ball will be treated as a foul ball and will be reset on the “T”.

- C. A ball hit off the “T”, which lands in the circle in front of home plate, is a foul ball. The batter shall be allowed to replace it on the “T” and try again.
- D. The entire lineup will bat in each inning.

8.02 The Pitcher (5U)

- A. The pitcher must have one foot in contact with the rubber until the ball is hit off the “T”.
- B. NO BALKS shall be committed or called.
- C. A player shall not be allowed on the mound for more than two (2) innings per game.
- D. The pitcher’s rubber does not need to be elevated.

8.03 The Field

- A. If team size allows, teams can field up to ten (10) fielders; Pitcher, Catcher, 1st Base, 2nd Base, Short Stop, 3rd Base, Left Field, Left Center Field, Right Center Field and Right Field. If teams are smaller, then coaches should fill infield positions and reduce outfield positions. Extra players will sit out for that half inning, players cannot sit 2 innings in a row.
 - a. A maximum of four adults (either coaches or parents) may be in the field while their team is playing defense. These adults cannot play the ball but are present to provide instruction and guidance to the defensive players. (**Recommendation:** Coach or parent be positioned between 1st & 2nd Base, between SS & 3rd Base, between Left Field & Left Center Field, and between Right Field & Right Center Field.)
- B. Managers / coaches will be allowed to be on the field to coach the team while they are in the field.

8.04 Base Running

- A. If the defense records a put out, take the base runner off the base, and return the player to the dugout – however there is no “out” recorded, since the entire lineup will bat in each inning.

Rule 9.00 – Coach Pitch / T Ball Specific Rules (6U)

9.01 The Batter (6U)

- A. If team size allows, teams can field up to ten (10) fielders; Pitcher, Catcher, 1st Base, 2nd Base, Short Stop, 3rd Base, Left Field, Left Center Field, Right Center Field and Right Field. If teams are smaller, then coaches should fill infield positions and reduce outfield positions. Extra players will sit out for that half inning, players cannot sit 2 innings in a row.
 - a. A maximum of two adults (either coaches or parents) may be in the field while their team is playing defense. These adults cannot play the ball but are present to provide instruction and guidance to the defensive players. (Recommendation: Coach or parent be positioned between and behind 1st & 2nd Base and between and in front of Right Field & Right Center Field, between and behind SS & 3rd Base and between and in front of Left Field & Left Center Field.)
- B. Each player will be given 4 attempts to hit the ball from the coach, if the batter fouls the 4th and any subsequent balls foul, they will be given another attempt.
- C. Once the coach pitch limit has been exceeded, the batting “T” will be brought out, and the player will finish the at bat hitting from the “T”.
 - a. Once “T” is brought out, please refer to rules in 5U on how to handle (Section 8.01 A-C)
- D. The entire lineup will bat in each inning.

9.02 The Pitcher (6U)

- A. The pitcher must have one foot in contact with the rubber until the ball is hit off the “T”.

- B. NO BALKS shall be committed or called.
- C. A player shall not be allowed on the mound for more than two (2) innings per game.
- D. The pitcher's rubber does not need to be elevated.

9.03 The Field

- A. All players will play each half inning in the field defensively.
- B. Managers / coaches will be allowed to be on the field to coach the team while they are in the field.

9.04 Base Running

- B. If the defense records a put out, take the base runner off the base and return the player to the dugout – however there is no “out” recorded, since the entire lineup will bat in each inning.

Rule 10.00 – Coach Pitch/Player Pitch Specific Rules (7U/8U)

10.01 The Batter (7U/8U)

- A. A batter will be allowed only seven (7) total pitches or three (3) strikes, not counting fouls after two (2) strikes, when a manager/coach is pitching. The batter would then be out after seven (7) pitches. However, a batter cannot strike out on a 7th pitch foul ball or if the 7th pitch is a ball by a coach. There will be no walks allowed when a manager/coach pitches.

10.02 The Pitcher (7U)

- A. For all Regular season and Playoff games:
 - a. 7U: The Players and coaches will alternate each inning when pitching. The players will pitch innings 1, 3 and 5, while the coaches will pitch innings 2, 4 and 6.
 - b. If a player pitcher hits the batter with a pitched ball, the batter will advance to first base. If a coach pitcher hits the batter with a pitched ball, the batter will not advance to first base and the coach pitcher will continue to pitch.
 - c. In player pitch innings, there will be no walks unless a player pitcher hits a batter with a pitch. In the event that a player pitches 4 balls, the coach from the batting team will finish pitching for that at bat. The coach and batter will inherit the strikes for the current count. The umpire will continue to call balls and strikes and the coach will pitch until the batter strikes out (swinging or called 3rd strike by the umpire) or hits the ball into play. Foul balls do not count against the pitch count and are unlimited.
Example: the count is 3-2 and the pitcher throws ball 4. The coach will come out to pitch to his batter. If the first pitch is a swing and miss or a called 3rd strike by the umpire, the batter is out. If it's a ball, the coach gets another pitch. The umpire will continue to call balls and strikes until the batter strikes out or hits the ball into play.

10.03 The Pitcher (8U)

- B. For all Regular season and Playoff games:
 - a. 8U games will be kid pitch for all innings.
 - b. If a player pitcher hits the batter with a pitched ball, the batter will advance to first base. If a coach pitcher hits the batter with a pitched ball, the batter will not advance to first base and the coach pitcher will continue to pitch.
 - c. In 8U, there will be no walks unless a player pitcher hits a batter with a pitch. In the event that a player pitches 4 balls, the coach from the batting team will finish pitching for that at bat. The coach and batter will inherit the strikes for the current count. The umpire will continue to call balls and strikes and the coach will pitch until the batter strikes out (swinging or called 3rd strike by the

umpire) or hits the ball into play. Foul balls do not count against the pitch count and are unlimited. Example: the count is 3-2 and the pitcher throws ball 4. The coach will come out to pitch to his batter. If the first pitch is a swing and miss or a called 3rd strike by the umpire, the batter is out. If it's a ball, the coach gets another pitch. The umpire will continue to call balls and strikes until the batter strikes out or hits the ball into play.

C. For Championship and All-Star games:

- d. These games will be six (6) innings of kid pitch. Pitchers are eligible to pitch three (3) innings in these two games only. There will be no walks unless a player pitcher hits a batter with a pitch. In the event that a player pitches 4 balls, the coach from the batting team will finish pitching for that at bat. The coach and batter will inherit the strikes for the current count. The umpire will continue to call balls and strikes and the coach will pitch until the batter strikes out (swinging or called 3rd strike by the umpire) or hits the ball into play. Foul balls do not count against the pitch count and are unlimited.
- D. No restrictions on pitching delivery, such as windup position or set position shall be enforced. However, the pitcher must start his delivery while standing on or making contact with the pitching rubber. Any pitch released without the pitcher making such contact with the rubber shall draw a warning from the umpire.
- E. NO BALKS shall be committed or called; this rule also applies to the playoffs.

10.04 The Field

- A. Managers / coaches will be allowed to be on the field to coach the team while they are in the field.
- B. Teams can use 10 defensive players. The tenth defensive player will only be used in the outfield position, creating an outfield consisting of: one left fielder, one left center fielder, one right center fielder, and one right fielder. This additional outfielder must be used as an outfielder and not a ROVER (a rover is used to deliberately take away hits by playing a position that generally falls between an infielder and outfielder when measuring depth from home plate). If the opposing manager or the Umpire in Chief believes that the 10th defensive player is being used as a rover instead of one of the outfield positions mentioned above, the Umpire in Chief will re-position the rover to be consistent with the other outfielders in their depth from home plate. This rule may be used during the regular season and also during the playoffs.

10.05 "Possession Rule" 7U/8U:

- A. The runner shall be allowed to attempt to advance at least one base on any ball batted in play.
- B. For any ball making it to the outfield, once the ball has then been returned to the infield and the defensive player has established clear possession of the ball, the umpire will call the play, and runners shall not advance another base. Once defensive infield control has been established, if any runner has not passed 50% of the distance between two particular bases and is attempting to advance to any base beyond the first they are allowed to attempt, the play will be considered dead, and the runner will be returned to the previous base earned.
- C. On an infield hit, the runner shall only be allowed to advance one base, unless there is an overthrow at any particular base.

What does this allow (Clarification)?

- DOES ALLOW a runner in a non-force situation, to advance home from third, regardless if the ball was fielded cleanly or not.
- DOES NOT ALLOW a runner to advance home from second base on an infield hit unless the ball was overthrown at any base.

Rule 11.00 - The Umpire

11.01 All rules applicable as written.

Rule 12.00 - The Official Scorer

- 12.01 No win and lost record or standings shall be kept during the regular season schedule.
- 12.02 An adult, selected by the manager, shall be the scorekeeper. That person must be 18 years or older.

Rule 13.00 – Supplemental Playoff, All-Star & Championship Game Rules

- 13.01 Players need to be in full uniforms, same or similar hat, shirt, and pants.
- 13.02 No rescheduling games, except for school functions or similar event that can be verified and approved by the LAA Executive Board, a minimum of 24 hours before the game. No umpires showing, could be cause for cancellation, but parents could umpire the game if both managers agree. Only one umpire is required to have the game. Games cannot be canceled because there is only one umpire.
- 13.03 All games that are not complete due to rain, darkness or bad weather will attempted to be rescheduled by the Chief Director. If the player is missing from the continuation game, it is an out every time that player would be up to bat.
 - Clarification: If a game has played the minimum innings to be considered a complete game per Rule 4.04 B., and the game is not able to resume due to darkness, then the game shall be considered complete at that point.
- 13.04 If weather halts a game, teams shall be available to restart play after the field has been declared playable and safe by the umpires.
- 13.05 Chief Director handles rescheduling of field umpires.
- 13.06 All players get three innings in the field prior to the final inning specified in your division rules.
- 13.07 A late arriving player will be placed at the end of the batting order if that player can complete three innings in the field prior to the inning specified in your divisional rules.
- 13.09 Note: playoff pitching rules for each division under the pitching section & below.
 - e. Note: Regular Season and Playoff game pitching rules remain the same.
 - f. 7U/8U: Championship and All-Star game will be six (6) innings of kid pitch. Individual pitchers are eligible to pitch three (3) innings in these two games only. There will be no walks unless a player pitcher hits a batter with a pitch. In the event that a player pitches 4 balls, the coach from the batting team will finish pitching for that at bat. The coach and batter will inherit the strikes for the current count. The umpire will continue to call balls and strikes and the coach will pitch until the batter strikes out (swinging or called 3rd strike by the umpire) or hits the ball into play. Foul balls do not count against the pitch count and are unlimited.
 - g. 10U: Three (3) innings in one game.
 - 1) Note: Championship and All-Star game, pitchers are eligible for 4 innings.
 - h. 12U: Three (3) innings in one game.
 - 1) Note: Championship and All-Star game, pitchers are eligible for 4 innings.
 - i. HS: Four (4) innings per game
 - 1) Note: Championship and All-Star game, pitchers are eligible for 4 innings.
- 13.10 Coin flip to determine home team.
- 13.11 Dugouts are first come first serve.

- 13.12 All coaches and volunteers from each team will help with field setup and breakdown.
- 13.13 If a Championship or All-Star game ends in a tie; the International Tie Breaker innings rule will be used.

The International Tie Breaker inning rules are this...

“Last batted out from previous inning starts the inning on 2nd base putting them in scoring position. The batting team automatically starts with 1 out and every batter starts their at bat with a 1-1 count. This rule will be followed by both teams until the inning is complete and there is a winning team”.

- 13.14 Championship and All-Star games are the only games that will not have time limit restrictions, although inning run restrictions will still be in effect for all innings. Extra innings, using the International Tie Breaker Rule will be permitted in the Championship and All-Star games. If one team is mathematically incapable of scoring enough runs to tie or win the game, the game will end.
- 13.15 Home team has the official score book, visitor score book is the back-up book. Umpire(s) and managers are to sign the home score book and pitching log to verify score and pitching record. One umpire is to sign the visitors score book. Winning team manager will notify director of outcome of game.
- 13.16 Rules committee members are executive board members; meetings are chaired by the Chief Director.
- 13.17 Regular season make up games must be made up before playoff games start. If games are not made up by playoffs, then the game will not be completed.
- 13.18 During all games, players need to be in the dugouts or on the field unless they are going to the restrooms, warming up the pitcher, attending to uniform or medical problems. Only the team manager is to address the umpires on game issues and must be in a respectful and appropriate manner. Individual warnings to the above-mentioned requirements may not be given prior to ejections by the umpire of the individual.
- 13.19 Only the manager and three coaches are allowed in each team dugout during the game.

Code of Conduct

A full Code of Conduct can be reviewed at Lakesathletics.org. Head coaches are responsible for their assistant coaches, players and parents; should Code of Conduct violations be determined; head coaches and involved assistant coaches will be held responsible for league action.