

LSGSA-“C” Class

General Playing Rules-Double Header League

All Divisions

Revised 112916

10 Game Schedule-8C and 12C will play on Tuesday Evenings, 10C will play on Wednesday Evenings. Games to begin on April 11-12. Rain Outs could possibly be made up on a different night of the week. Minimum of 4 teams per age group to make the league available.

Cost-\$675 and includes practice space available to LSGSA (Legacy, Banner or Miller J Fields)

1. **Time Limit:** Double Header games will be 1hr and 15 minutes (finish the batter).
2. **Run Limit/Spreads**
 - A. All divisions - 5 runs scored during a team's at bat will end the half inning.
 - B. Run spreads are 12 after 3, 10 after 4 and 8 after 5.
3. **Players: 8C-10C-12C ONLY** All divisions can field ten players, or that number less than ten available. A team must have no less than seven players to start and/or finish a game. When fielding 10 players, defense must use 4 outfielders and, in the umpire's opinion, positioned in the outfield. All players **must** bat. Players not in the dugout when play begins will be added to the bottom of the batting order when the player checks in with the Official Scorekeeper. A player that leaves the game for any reason may not return and no out is charged to the team when her turn-at-bat comes due.
4. **Injured Player(s):** If an injured player is unable to continue batting, that player will be substituted with the next player in the batting order. If an injured player is unable to continue base running, she will be substituted with the last available player not already on base. Injured players spot in the batting order will be skipped without penalty of an out. Players removed from the game due to injury may not return to the game.
5. **Free Defensive Substitution:** Players may be freely substituted.
7. **Scorekeepers:** The home team will furnish the official scorekeeper.
8. **Protests:** The Home Plate Umpire and the Official Scorekeeper must be notified of a protest at the time of the infraction and prior to the next pitch, legal or illegal.
9. **Managers:** Managers are responsible for good sportsmanship by their players, coaches and fans. Failure to show good sportsmanship by those individuals may result in the ejection of the manager. Profanity by a Manager, Coach, Parent, or follower of the team will result in the immediate ejection of that individual from the game. The **manager** is responsible for **all** persons

associated with their team. The Manager of each team will see that their dugout area is cleaned properly after each game.

10. **Participation of Players:** Players not in the dugout when play begins will be added to the bottom of the batting order when the player checks in with the Official Scorekeeper.

11. **Tie Breaker:** Games can end in a tie if the time limit is over.

12. An accidentally thrown bat shall constitute a team warning. Further thrown bats shall constitute a dead ball out for that player. A flagrantly thrown bat shall constitute a dead ball and the batter is out. An intentionally thrown bat shall constitute an out and **ejection**.

14. **Courtesy Runner:** The courtesy runner shall be the player who is the last available, not already on base, at the time that is neither the pitcher nor catcher of record.

15. No league standings or post season tournament will be offered.

16. All teams will supply their own Insurance, Uniforms, Equipment and Game Balls.

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Additional 10U Rules:

1. No infield fly rule.

2. No dropped 3rd strike.

3. Players are allowed to steal second and/or third but may not steal home. There is one stolen base per pitch allowed.

4. **Strike Zone:**

The strike zone shall be enlarged, when the player is in a natural stance, to include the top of the shoulders to mid-shin. The strike zone shall also be enlarged to include the width of a softball on each side of home plate.

5. On a base on balls, batter is awarded 1st base and can not advance further than 1st base on the walk.

Coach Pitch Division Rules (08U)

1. **Defensive Coaches:**

Two defensive coaches are allowed to stay on the field at all times, for the purpose of instruction and placement between plays. The coach will have fifteen seconds between plays to position players and offer instructions.

2. **Pitching Distance:**

The pitching distance shall be 35 feet.

3. Player/Pitcher Rules (PP):

- A. The player must be in the pitcher's circle when the ball is delivered.
- B. The player must be STATIONARY, not forward of the pitching rubber when the ball is released. (violation: first warning, second time, the PP is to be removed from the PP position for the remainder of the game.)

4. Batters:

- A. There will be no walks.
- B. A batter will be called out after five (5) pitches or 3 strikes. The umpire will give notification prior to the fifth pitch.
- C. If it's the 5th pitch or if the batter has 2 strikes, the batter will continuously receive another pitch until the pitch is missed or put in play.
- D. No bunting will be allowed.

5. Base Running:

- A. No stealing.
- B. Base runners may leave a base after the pitcher releases the ball. (Violation: runner is out)
- C. No Infield Fly Rule.
- D. Once the ball is in the control of a fielder located in the infield, the play is over and the batter and base runners must stop at the base they are on or the base they are running to. If the base runner has rounded the base and her back foot has left that base, then she is deemed to be running to the next base and may advance with liability to be put out.
- E. One base max on all overthrows, regardless of where the ball goes. When the ball is live, the runner has liability to be put out. The goal is to permit the defense to attempt to make the play without penalty.
- F. An infielder must have possession of the ball on the infield to stop play.