



# **LYNDHURST DADS' CLUB**

## **Softball & Baseball League Rules**

**2020 Revised Edition**

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## LYNDHURST DADS' CLUB SOFTBALL & BASEBALL LEAGUE RULES

Rules indicated by \*\* cannot be changed by individual leagues. They can be expanded upon, but the existing rule cannot be changed.

All changes made to the Softball & Baseball League Rules during the season, after opening day, will not go into effect until the next year.

### **AGE REQUIREMENTS**

Criteria for determining a player's league assignment include the player's age, whether they would be playing with their class/grade, how many years they have played in the league and skill level.

**Any exception is at the sole discretion of the Lyndhurst Dads' Club Executive Committee.**

### **ALL STAR GAME**

It is required that All Star Team membership be limited to those players that are not members of the tournament teams. **This rule only applies to the Boys' Leagues.**

### **APPEAL**

An appeal is the act of a fielder claiming violation of the rules by the offensive team. An appeal is made verbally by the defensive team to the home plate umpire stating the claimed violation. The umpire will rule accordingly. The appeal must be made before the next pitch or at the time the plate umpire calls "play ball". During an appeal the ball is dead. **EXCEPTION:** Pony League.

### **BAT SIZES**

Mighty Mites	No larger than 2 5'8 and must be USA stamped bat
Minors	No larger than 2 5'8 and must be USA stamped bat
Majors	No larger than 2 5'8 and must be USA stamped bat
Pony	2 ¾" –8
Softball	Slow Pitch use ASA rules (must have the words <b>OFFICIAL SOFTBALL</b> visible)
	Fast Pitch use High School rules (must have the words <b>OFFICIAL SOFTBALL</b> visible)

### **BATTER \*\***

Batting helmets are required for all batters and base runners. The batter is out if the bat is thrown. **(1 warning per team)**

Girls' Leagues: For all Fast Pitch Leagues & the Pigtail League, all batting helmets are required to have chin straps which batter is required to use while at bat and on the base paths. **(1 warning per team)**

### **BORROWED PLAYER \*\***

**The borrowed player rule will be used by all leagues except for T-Ball.**

Borrowing a player to play up in a higher age league is permitted within the limits of this rule. Borrowing a player for use in the same league or lower league is not permitted. A player may be borrowed to play up only if the requesting team would otherwise forfeit. Players must be called from the league directly below the calling league (or an expressly approved league). A player from any other league will be considered an ineligible player.

A player cannot be borrowed from a team that has a concurrent game in their own league. Such a player will be considered as an ineligible player.

In the event that the requesting team has enough of its official roster at game-time and has already borrowed a player, the borrowed player will, unless there is an injury causing a player on the official roster to be removed from the game, play three (3) complete innings. Borrowed players shall only play in the outfield and bat in the bottom 1/3 of the batting order.

League directors must prepare a list of players that may be borrowed with their parents' names and phone numbers and provide the list to the league director of the next league and the rules committee chairman no later than 1 week after the start of the regular season. Players who appear on the list must have their parent/guardian permission. All teams should be provided a copy of the list of eligible players. One team cannot call the same player two times in a row. The borrowing manager must notify the league director within 24 hours of using a borrowed player. The manager of the team with the borrowed player must notify the opposing team that a borrowed player is being used. The player must wear their regular league jersey.

**First offense violation of the Borrowed Player rule will result in a warning issued to the manager, the second offense will result in a one game suspension for the manager. Any borrowed player that is ineligible will not be allowed to be called up again.**

**Specific League Rules:**

1. For the U12 Fast-pitch League, the call-up roster will be comprised of players from the Pigtail League between the ages of 10 and 12 years old. All other borrowed player rules are in effect.
2. For the Ponytail League, the call-up roster will be comprised of players from both the U14 Fast-pitch League and the 13 year old girls from the Pigtail League. All other borrowed player rules are in effect.

**CATCHER \*\***

Catchers MUST wear a protective athletic supporter. It is recommended that all players wear a protective athletic supporter.

**EXCEPTION:** Softball leagues. Catchers must wear head gear during warm-ups. Catchers must wear all equipment provided during the game.

**COACHES AND MANAGERS**

- A. Coaches and managers must attend a minimum of ½ of the regular season games and actively participate on the field.
- B. Managers and/or coaches must carry a current copy of their League Rules and the Lyndhurst Dads' Club Softball and Baseball League Rules to all games.
- C. Base coaches must be at least 14 years old. Any base coach under 18 years old must wear a helmet while on the field.
- D. Responsibilities:
  - a. Uniforms
    - i. Issue uniforms to players at the start of the season
    - ii. Submit player roster with uniform numbers to league director. This must include the player's name, uniform number and phone number.
    - iii. Collect all uniforms at the end of the season
  - b. Properly care for all equipment issued and return it at the end of the season
  - c. Have umpires sign pay voucher cards for all games and submit them to the league director at the end of the season
  - d. Attend any/all mandatory managers' and coaches' meetings

**Failure to comply with these responsibilities will be taken into consideration for future manager applications.**

**COMPLAINT PROCEDURE \*\***

All complaints submitted to the Lyndhurst Dads' Club must be done in writing. Complaints must be given to a member of the Board of Trustees or preferably the League Director who, in turn, will contact a member of the Executive Board, if necessary, to act promptly on any and all complaints.

Complaints referring to baseball/softball rules, league rules, etc., shall be handled by individual league directors who will advise the Executive Board.

**CURFEW**

The lights at all lighted fields must be off by times as specified.

**DEFENSIVE TEAM**

Players shall be alternated on defense every other inning except the pitcher. **EXCEPTION:** Pony, Mustang and Boys' Softball leagues will comply with official league rules except that every player must play a minimum of eighteen consecutive outs.

**DESIGNATED HITTER**

Each league not required to continuously bat through the order is encouraged to adopt a designated or extra hitter rule.

**DRAFTING RULES \*\***

Drafting Rules apply to all leagues except T-Ball.

- A. **Consolidation of Teams:** If there is insufficient registration to fill the roster of existing teams in a league, the League Director shall be responsible for restructuring the league.
- B. **Expansion Teams:** If there is sufficient registration to fill the roster of new teams in a league, the League Director shall be responsible for restructuring the league. Expansion Team(s) will occupy the initial drafting slots.

**C. General:**

- a. League Directors shall hold tryouts for the purpose of evaluating players. A minimum of one (1) tryout session per league. Two (2) tryouts are desirable if facilities permit.
  - b. The draft will be conducted by the League Director, and the order of drafting will be reversed of the previous years' team standings.
  - c. Each Team in the draft will receive a first round pick and a last round pick. **Exception – See rule #d.** Subsequent, picks are at the discretion of the League Director. The number of returning players on each Team will be factored into this decision.
  - d. Each team must have a pick in the last round.
  - e. Players will be drafted on the basis of talent, without discrimination of age.
  - f. Players who do not participate in tryouts will be selected for the draft in a blind drawing (lottery). Blind drawing picks must be available over the course of the entire draft.
  - g. Players who wish to change teams must re-enter the drafting process. A team cannot draft a player onto the same team that they left, except leagues with only two teams. Conflicts to be resolved by the League Director so the player is not drafted onto the same team.
  - h. Siblings entering a league may be placed on the same team without entering the drafting process and without loss of a draft choice by the receiving team.
  - i. Each team will be permitted to add to their roster the children of the manager and one coach without the loss of a draft choice. Players must return to the draft if they were assigned to a team because they were the manager's (or coach's) children and that manager or coach does not manage or coach the team.
  - j. Co-managers will be considered the same as one (1) manager and one (1) coach.
  - k. A manager with children in the league who is managing a different team may have his/her children on the team. The receiving team will lose one (1) draft choice per child received. It will be an appropriate draft choice at the discretion of the League Director and managers. The yielding team will receive one (1) choice per child lost. It will be a first-round choice and will be above and beyond his/her own first-round pick.
  - l. Players added to the roster after the league draft must re-enter the draft the following year -- NO EXCEPTIONS.
  - m. Through the use of a blind draft, there shall be an attempt to have an equal number of players, of each age group, on each team in the Mighty Mite leagues.
  - n. For the Mighty Mite League, any player that does not return to the same team **MUST** enter the blind draft. (Exception – See rule g.).
  - o. For the Pixie League the use of tryouts is at the discretion of the league director. If tryouts are not held, the draft will be conducted as a blind draft. Players will be segregated in the blind draft by age in an attempt to have a balanced number of players in each age group on each team.
  - p. Trades may or may not be allowed at the sole discretion of the League Director. If trading is allowed the following terms apply: a) Trading may **ONLY** take place at the draft session and is to be time limited (i.e. - 5 or 10 minutes), b) Once the draft meeting is completed, **NO** trading will be permitted under **ANY** circumstances, c) a player that was on an existing Team the year prior (was not subject to the draft) may not be traded – **NO EXCEPTIONS** and d) in Leagues, that are blind drafts (Mighty-Mite & Pixie), trading of players may only take place “age-for-age” (i.e. 7 for 7; 8 for 8) – **NOEXCEPTIONS**.
- D. **Ponytail League:** In this league, players will be allowed to sign-up to play on the same team as a friend, space permitting on the team. League Director will attempt to resolve any disputes.

**EJECTION**

Players, managers, coaches (official or temporary) receive an automatic 1 game suspension for any ejection. A second offense requires meeting with the executive committee and the player, manager or coach is suspended until they meet with the executive committee. For players, their parent or guardian is required to attend with the player. If the player, manager or coach fails to serve the suspension, the game that they participated in that they were ineligible for will be declared a forfeit and they will not be eligible to participate until they serve the suspension. A suspension that is not served during the regular season shall be served during the post season and a suspension that is not served during the post season shall be served at the beginning of the following regular season, even if the offender moves up to a higher league.

**FALL BALL TEAMS \*\***

- A. The Lyndhurst Dads' Club will consider the formation of a Fall Ball Team upon expression of interest by a league manager. One team will be considered for the following leagues: Minors, Majors, Pony, Mustang, U12 F/P and U14 F/P.
- B. Prospective Fall-ball team managers must submit a written request to manage a team to their league director, who will submit the request to the Board of Trustees for approval. If multiple requests are submitted, all applications will be considered by the board. The league director may provide their recommendation.
- C. Nominations for Fall-ball team managers may be approved beginning with the June meeting of the Board of Trustees.
- D. Fall-ball teams must have a minimum of 2 tryouts.
- E. The Fall-ball team manager must provide written notice to all league managers and the League Director at least 1 week in advance of the first tryout.
- F. All players placed on the Fall-ball team must have attended one of the tryouts **AND** must have played on a summer LDC team, the current season, in order to be eligible participants.

- G. In the event, it is necessary to replace a selected player, the replacement player must be selected from the participants whom originally tried out for the team, but were not chosen.
- H. A player may try-out for Fall-ball teams in the same league they played-in during the summer season or the league, they will play in the next summer (if different), or both. However, if selected for a fall-ball team, they may be listed on only one team roster.
- I. The minimum number of players on a fall-ball team is the maximum number of players allowed in the field plus three (3).
- J. A fee, determined by the LDC Trustees, will apply to all players that make the Team. The team manager will be responsible for collecting a player registration form and the fee from each player.
- K. Players must submit, to the team manager the registration form and fee with-in one week of being accepted onto the Fall-ball team.
- L. Parent/guardian and player must sign and return the "Fall Ball program letter.
- M. The Lyndhurst Dads' Club will provide a team equipment bag, team jerseys and team hats/visors. The manager is responsible for returning the equipment bag through their league director at the conclusion of the season.
- N. All players will be required to supply and wear "white" baseball pants.
- O. All members of a fall-ball team must provide a copy of their birth certificate in order to be eligible to play on the Fall-ball team.
- P. All birth certificates must be verified by the Fall-ball team manager, before the player is allowed to play in any Fall-ball game.

## **FIELDS**

Fields may be determined to be unplayable by consensus of both managers prior to the start of the game. Once the game is begun the umpire will determine the playing condition of the field. If the managers cannot agree on the playability of the field prior to the start of the game, the umpire will determine the condition of the field. When a field is called unplayable, by the Fields Director, the decision will stand regardless of what the coaches or league director thinks.

## **FIELD LOCATIONS**

### ANDERSON FIELD (East & West)

Located behind Anderson School on Anderson Road .3 miles west of Richmond Road

### BOLTON FIELD (North & South)

Located next to Bolton School on Rae Road .3 miles west of Brainard Road

### BRAINARD FIELD (East & West)

Located at Brainard Park on Brainard Road .1 miles south of Meadow Wood Blvd

### RIDGEBURY FIELD (Roland & Ridgebury)

Located across from Ridgebury School on Alvey Rd off Kneale Drive .4 miles east of Richmond Road

### SCHAEFER FIELD (East & West)

Located at Schaefer Park on Roselawn Road off Fairlawn Road .4 miles west of Richmond Road

### SUNVIEW FIELD (East & West)

Located behind Sunview School on Meadow Wood Blvd .2 miles west of Brainard Rd

### ST CLARE FIELD

Located behind St. Clare School on Rae Road

### WELSER FIELD

Located at Brush High School

## **FORFEIT \*\***

If a team cannot field the minimum number of players at game time or during a game, the game shall be declared forfeit and the opposing team shall be awarded a victory. In the event that neither team can field the minimum number of players at game time, each team will be awarded ½ win and ½ loss. **EXCEPTION:** A fifteen (15) minute grace period will be recognized before this rule is enforced.

## **Fundraising \*\***

- A. The Lyndhurst Dads' Club will allow sponsors or fundraising to defer financial expenses for league teams or tournament teams covering such items as tournament entrance fees, uniforms and equipment. So sponsored LDC teams shall abide by the rules, regulations, constitution and by-laws of the Lyndhurst Dads' Club. Potential sponsors and activities to be reviewed and approved by the Board of Trustees.
- B. Any and all fundraising efforts must be approved in advance by the Club. Planned use of the monies raised needs to be expressly stated as part of the approval process.
- C. Monies raised must be turned over to the Club Treasurer with an accounting of the raised receipts.
- D. The Treasurer will issue a check(s) upon presentation of receipts for the pre-approved expenditure.
- E. These rules apply to all LDC Leagues and Teams, including Tournament Teams.

## **GAME**

Starting time of all games will be 6:30 p.m. unless otherwise scheduled by the league director. No inning will start after 8:45 or after two (2) hours and fifteen (15) minutes from the start of the game. **EXCEPTION:** 7-8 Mighty Mite, 9-10 Minor are 8:30 p.m. and have a two (2) hour time limit. 7-9 Pixie and 10-13 Pigtales are 8:30 p.m. and have a one (1) hour and forty-five minute time limit. Ponytails have one (1) hour and thirty (30) minute time limit.

Games played at lighted fields or during the day are subject to the game time limit. However, lighted fields do have a curfew. Refer to Curfew.

Games called before the completion of an inning will revert back to the last complete inning. An official game will be determined and published by the League Director.

Double or triple header games may have extraordinary starting times, time limit and final inning starting time. League Directors will publish these rules.

## **GENERAL INFORMATION \*\***

- A. No intentional strikeouts (to shorten an inning or game).
- B. A game can be started and finished with one (1) less player than is normal for any given league. **EXCEPTION:** Pony League.
- C. Only the manager may confer with the umpire, or a coach who has been designated as the manager.
- D. The winning coach of a game shall call the League Director with the score of the game.
- E. League Directors shall attempt not schedule back to back games for any one team.
- F. Coaches are not permitted to aid a base runner or the base runner is out.
- G. Only the team manager or coaches are permitted to confer with a player on the field during the course of a game.  
**EXCEPTION:** An injured player.
- H. Smoking will not be permitted by **ANYONE** on the field of play or in the dugout area at any time. This Includes practices, tryouts, pre-game activities, games, or any other Lyndhurst Dads' Club sponsored field event.
- I. There are **NO ALCOHOLIC** beverages allowed in our city parks or school grounds. All parents, coaches and spectators must follow and enforce this rule.
- J. Profanity by any participant or spectator will not be tolerated. A participant who is using profanity shall be ejected from the game. A spectator who is using profanity shall be ejected from the park.

## **GROUND RULES \*\***

- A. The field of play starts at both the first and third base fences in front of the benches and runs parallel to the foul line.
- B. An out of play ball is one that goes over the fence or the straight line from the end of the fence in front of the first and third base benches -- approximately six (6) feet from the foul line.
- C. During severe weather conditions such as high winds, heavy rain, etc., if the umpire does not call the game and both managers agree it should be called, then both managers should confer with the umpire and request it be called. The league director for that particular league may also step-in to halt the game.
- D. When lightning is seen in the area, by an umpire, a manager, the assistant manager or any LDC trustee the game **must be suspended IMMEDIATELY. Game may only be re-started, after 30 minutes of time has passed from sight of the last lightning bolt.**
- E. A fair ball hit into the trees in left field at Brainard East field on a fly is a homerun. If it is a bounding ball, runners may advance at their own risk.
- F. A fair ball hit into the trees in right field at Ridgebury (both fields) on a fly is a home run. A bounding ball is a ground rule double.
- G. A fair ball hit into the trees in the left field at Schaefer East field shall be called a homerun.

## **HOME TEAM RESPONSIBILITIES \*\***

The home team will be designated by the League Director. Responsibilities include:

- A. Removing and replacing the equipment, bases, etc.
- B. Making sure the equipment box is locked after the game
- C. Supplying the game ball
- D. Policing the area after a game for litter
- E. The home team shall occupy the first base bench for the game
- F. Making sure the lights are out by curfew and the light box is locked.
- G. Helping to keep players and spectators from behind the back stop.

## **INNING \*\***

An inning will begin immediately after the third out of the bottom half of the previous inning.

### **MASSACRE RUN RULE**

It is recommended that each League Director adopt a massacre run rule. It is suggested that the game be suspended and the leading team be declared the winner when a spread of fifteen (15) runs is achieved and four (4) innings of the game have been completed.

### **MUSTANG LEAGUE**

- A. **Roster:** Mustang teams will have no more than fourteen (14) players on their rosters; odd numbers of players will be distributed evenly amongst teams if registration is sufficient to field more than one (1) team.
- B. **Play:** Each member of the team will be required to play a minimum of twelve (12) consecutive outs and bat at least once.
- C. **Teams:** Players may join as a team with the approval of the majority of the Board of Trustees.

### **OFFENSIVE TEAM \*\***

There will be a continuous batting through the order for all players showing up at a schedule game. Players arriving late will be added to the end of the batting order. **EXCEPTION:** Pony and Mustang leagues will comply with official league rules except that every player must bat at least once.

### **OVERTHROW**

On an INFIELD overthrow, the runner(s) gets two (2) bases from where he/they were at the time of the pitch. On an OUTFIELD overthrow, the runner(s) get two (2) bases from where he/they are at the time of the throw. This applies to hardball only.

### **PITCHER RULES \*\***

- A. All Leagues General:
  - a. One pitch in an inning constitutes an inning pitched.
  - b. If a pitcher hits a batter or batters twice in one inning he must be removed for the remainder of the inning. If the pitcher returns in a subsequent inning and hits a batter once he must be removed for the remainder of the game. This rule excludes the Pony and Fast Pitch leagues.
  - c. A pitcher may be visited by his manager or coach once per inning. Two (2) visits in an inning and a pitcher must be removed. Crossing the foul line and speaking to the pitcher constitutes one visit.
  - d. Managers must record innings pitched in each game for their pitchers and for the opposing team's pitchers in their official team score book.
  - e. Abuse of the pitching rules shall result in a forfeit. Abuse of the pitching rules regarding tournaments will result in that player being ineligible for any remaining tournament games for that current baseball season.
- B. **Minor & Major Leagues:** Pitching is limited to a maximum of three (3) innings per game; no more than ten (10) innings per week Sunday through Saturday be pitched. If a player pitches three (3) innings on two (2) consecutive days, one day of rest is necessary before they can pitch again. No more than five (5) innings can be pitched on any one (1) day, and a maximum of six (6) innings in any consecutive day period.
- C. **Pony League:** The pitching week is defined as Monday through Sunday inclusive. Pitchers will be limited to ten (10) innings per week. A pitcher is not permitted to pitch more than seven (7) innings in any day. Pitchers who pitch four (4) or more innings in a game are not permitted to pitch again for one (1) calendar day including tournaments.
- D. **Mustang League:** Pitchers will adhere to the rules of the league they play in with the stipulation that no one will pitch more than ten (10) innings per week.
- E. **Softball:** No regulation of innings pitched.
- F. **Post Season (All Leagues):** All regular season rules for all Leagues apply in post season play.

### **PLAYER ELIGIBILITY \*\***

- A. Only players who have registered with the Dads' Club and have paid all registration fees are eligible to participate in league games.
- B. Players cannot play in two different leagues within the same program (baseball, slow pitch softball, fast pitch softball), except if playing as a borrowed player.
- C. Any team using an ineligible player will forfeit the game the player participates in.
- D. Player eligibility can be protested at any time before the end of the regular season.



## **POST SEASON PLAY \*\***

- A. Championships and Round Robin Tournament League Directors shall include in their league rules the official game length.
- B. Championships and Round Robin Tournament Play – League Directors shall include in their League Rules, if there are Any differences from their regular season rules (i.e. Run rule, time limit).
- C. Home team advantage will be given to the team with the best record at the end of the regular season. If there is a tie for the best record, head to head competition will determine the home team. If there is still a tie a coin flip will be used. The team with home team advantage will be home as follows:
  - Best of 3 series Games 1 and 3
  - Best of 5 series Games 1, 2 and 5
  - Best of 7 series Games 1, 2, 6 and 7

Single and double elimination tournaments will use the same procedure to determine the home/best team.

## **PRACTICES**

The Lyndhurst Dads' Club retains the right to limit the number and locations of practices for teams in the organization.

## **PROTEST \*\***

A protest must be made in writing and delivered to the appropriate league director within forty-eight (48) hours of the start of the game in question. Protests will be submitted to the Protest Committee of the Lyndhurst Dads' Club by the League Director.

The notification of intent to protest must be made immediately before the next pitch. The manager of the protesting team shall immediately notify the home plate umpire that the game is being conducted under protest. The umpire shall in turn notify the opposing manager and scorekeeper. All interested parties shall take notice of the conditions surrounding the protest.

The umpire must record the following information when advised that the game is being conducted under protest: The date, time and place of the game; the location of base runners; the batter; the ball and strike count and the number of outs. The umpire must also sign each official scorecard.

The written protest should contain the following information:

- A. The date, time and place of the game
- B. The names of the umpires
- C. The rule and section of the Official Playing Rules or local rules under which the protest is made.
- D. The decision and conditions surrounding the making of the decision.
- E. All essential facts involved in the matter protested.

**PROTESTS WILL NOT BE RECEIVED OR CONSIDERED IF THEY ARE BASED SOLELY ON A DECISION INVOLVING THE ACCURACY OF JUDGEMENT ON THE PART OF THE UMPIRE.** However, protests may involve both a matter of judgement and interpretation of a rule. Once the game is completed and both teams have left the field, no protest can be filed.

EXCEPTION: Player eligibility may be protested at any time before the end of the regular season.

## **RAIN-OUTS**

If a game is rained out before it is a complete /official game it will be rescheduled and restarted from the beginning; this includes all post season games. Rain-outs are to be rescheduled within two (2) weeks, fields permitting, or before the end of the season and tournament play starts, whichever is earlier. Rain-out make-up dates will be scheduled by the League Director.

## **RULES (THESE REFERENCES APPLY FOR IN-HOUSE LEAGUES).**

All slow pitch softball leagues revert to ASA rules  
All fast pitch softball leagues revert to High School rules.

Mighty Mites revert to Little League rules.  
Minors revert to Little League rules.  
Majors revert to Little League rules.  
Ponies revert to Federation High School rules.  
Mustangs revert to Federation High School rules.

## **SHOES**

All players are required to wear shoes at all times. Shoes with metal spikes or cleats are not permitted. Shoes with molded rubber cleats are permissible. Shoes designed for street use or are open-toed are not permitted. Tennis shoes are permitted.

## **SPECIFICATIONS**

<b>League</b>	<b>Length of game</b>	<b>No. of players</b>	<b>Base Distance</b>	<b>Pitching Distance</b>	<b>Miscellaneous</b>
5 - 6 T-Ball	4	9-15	40'	20'	Pitching Circle
7 - 8 Mighty Mite	5	9-12	55'	28-36'	Pitching Circle / Dashes
9 - 10 Minor	6	10	60'	46'	N/A
11 - 12 Major	7	9-10	70'	50'	N/A
13 - 14 Pony	7	9	80'	54'	N/A
15 - 17 Mustang	7	9	90'	60' 6"	N/A
7-8 Pixie	6	8-12	55'	24'-32'	Pitching Circle / Dashes
9-10 Jr. Pigtales	7	8-12	55'	35'	No Circle
11 - 13 Sr. Pigtales	7	9-11	60'	41'	No Circle
14 - 18 Ponytales	7	9-12	65'	48'	No Circle
12 & Under Fast-Pitch	7	10	60'	40'	Pitch. Circle / Fast Pitch Batters Box
14 & Under Fast-Pitch	7	10	60'	40'	Pitch. Circle / Fast Pitch Batters Box
18 & Under Fast-Pitch	7	9	60'	40'	Pitch. Circle / Fast Pitch Batters Box

## **SPORTSMANSHIP**

Sportsmanship must be practiced at all times. Any violation of the Lyndhurst Dad's Club Constitution and By-Laws Article II through Article II-6 will not be tolerated. Violation of these articles may result in disqualification, suspension or termination of membership in the Lyndhurst Dads' Club.

## **TEAM MAKEUP**

The mix of resident and non-resident players on a single team will be restricted to **no less than 2/3 of the players being residents**, for teams participating in the draft process.

## **TIE GAMES**

Extra innings will be played until a winner is determined or the game is terminated by the umpire. In the event the game remains tied, each team will be awarded ½ win and ½ loss.

## **TOURNAMENT TEAMS\*\***

- A. Prospective tournament team managers must submit a written request to manage the team to the league director, who will submit the request to the Board of Trustees for approval. If multiple requests are submitted, all applications will be considered by the board. The league director may provide a recommendation.
- B. Nominations for tournament team managers may be approved beginning with the March meeting of the Board of Trustees.
- C. Tournament teams must have a minimum of 2 tryouts.
- D. The tournament team manager must provide written notice to all league managers and the League Director at least 1 week in advance of the first tryout.
- E. The tournament team manager is required to distribute the official LDC letter to all players attending the tryout.
- F. All players placed on the tournament team must have attended a tryout and must play on a LDC summer league team.
- G. Players making the tournament team will be required to supply and wear as part of the official uniform, white baseball pants. The Dads' Club will provide a jersey, socks and a hat/visor.
- H. Tournament Team uniforms issued by the Club must be worn for all tournament games played. The manager will be held accountable for all violations.
- I. All Tournament Team members must return a copy of the LDC letter, signed and dated by their parents/guardian.
- J. A player in one league cannot play on a tournament team in a higher league.
- K. All members of a tournament team must provide a copy of their birth certificate in order to be eligible to play on a tournament team.
- L. All birth certificates must be verified by the tournament team manager, before the player is allowed to play in any tournament game.
- M. The minimum number of players on a tournament team is the maximum number of players allowed in the field plus three (3).
- N. The Tournament Team manager, with consultation of the League Director, has the authority to decide which tournaments will be entered by the Team.
- O. All tournament entry forms and check requests must be presented to the League Director who will forward to the Treasurer. The Manager and the League Director are responsible for staying within the approved Club budget.

## UMPIRES \*\*

- I.
  - A. The chief umpire shall appoint one (1) or more umpire to officiate at each league game. The umpire shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game. **NOTE:** Plate umpire must wear a mask, shin guards and chest protector where provided by the Lyndhurst Dads' Club for Lyndhurst umpires. Male umpire should wear protective cup.
  - B. Each umpire is the representative of the League and the Lyndhurst Dads' Club and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager or league officer to do or refrain from doing anything which affects the administering of these rules and to enforce the prescribed penalties.
  - C. Each umpire has authority to rule on any point not specifically covered in these rules.
  - D. Each umpire has authority to disqualify any player, coach or manager or substitute for objecting to decisions or for un-sportsman like conduct or language and to eject such disqualified person from the playing field. If an umpire disqualified a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.
  - E. All umpires have authority at their discretion to eject from the playing field:
    - a. Any person whose duties permit that person's presence on the field, such as ground crew members, photographers, newsmen, broadcasting crew members.
    - b. Any spectator or any other person not authorized to be on the playing field.
- II.
  - A. Any umpire's decision which involves judgement, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or ball, or whether a runner is safe or out, is final.
  - B. If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.
  - C. If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.
  - D. No umpire shall be replaced during a game unless injured or ill.
- III.
  - A. If there is only one (1) umpire, that umpire shall have complete jurisdiction in administering the rules.
  - B. If there are two (2) or more umpires, one shall be designated umpire-in-chief and the others field umpires.
- IV.
  - A. The umpire-in-chief shall stand behind the catcher, if equipment is provided by the Lyndhurst Dads' Club. This umpire usually is called the plate umpire. The umpire-in-chief's duties shall be to:
    - a. Take full charge of, and be responsible for, the proper conduct of the game.
    - b. Call & count balls and strikes.
    - c. Call & declare fair balls and fouls except those commonly called by field umpires.
    - d. Make all decisions on the batter.
    - e. Make all decisions except those commonly reserved for the field umpire.
    - f. Decide when a game shall be forfeited.
  - B. A field umpire may take any position on the playing field best suited to make impeding decisions on the bases. A field umpire's duties shall be to:
    - a. Make all decisions on the bases except those specifically reserved to the umpire-in-chief.
    - b. Take concurrent jurisdiction with the umpire-in-chief in calling "Time", balks, illegal pitches, or defacement or discoloration of the ball by any player.
    - c. Aid the umpire-in-chief in every manner in enforcing the rules, and excepting the power to forfeit the game, shall have equal authority with the umpire-in-chief in administering and enforcing the rules and maintaining discipline.
  - C. If different decisions should be made on one play by different umpires, the umpire-in-chief shall call all the umpires into consultation, with no manager or player present. After consultation, the umpire-in-chief (unless another umpire may have been designated by the chief umpire) shall determine which decision shall prevail, based on which umpire was in best position and which decision was most likely correct. Play shall proceed as if only the final decision has been made.
- V.
  - A. Umpires shall not wear shoes with metal spikes or cleats.
  - B. Umpires shall leave the field immediately after the last out of the last inning.
  - C. Umpires must keep the backstop area clear of all players, coaches and spectators.
- VI.
  - A. The League Directors shall submit an accounting of the umpire fees for the season to the Treasurer at the September monthly Board of Trustees meeting, for the recently completed season.

**UNIFORMS \*\***

Uniforms are required to be worn by all players participating in Lyndhurst Dads' Club baseball/softball games. Official uniforms are provided by the Lyndhurst Dads' Club and shall consist of the following:

- A. Boys leagues, T-Ball and Pixies:                      Shirt & hat
- B. Pigtails, Ponytails, Fast Pitch:                      Shirt, socks & visor

Failure to wear the complete Lyndhurst Dads' Club provided team uniform will result in that player becoming ineligible to play until such time the player is in complete uniform. Any exception is at the umpire's discretion.

**VISITING TEAM \*\***

The visiting team shall:

- A. Supply a playable second game ball
- B. Assist in policing the area for litter
- C. Occupy the third base bench
- D. Help to keep players, coaches and spectators from behind the backstop