

2025 Boys of Summer (July) & Dirt and Diamonds (May)- Travel Tournament Rules

Boys of Summer & Dirt and Diamonds - Travel Tournament Rules

Checks should be mailed to:

Lake Shore Youth Baseball

PO Box 1117

Pasadena, MD 21123

****Please be sure to list your Team Name, Age Group and Tournament Name on Check**

*Refunds are given by check only. Registration is not complete until payment is received.

Federation rules except for modifications listed below.

Rules Summary:

RULES	8U	9U	10U	11U	12U	13U+
Innings	6	6	6	6	6	7
Bases	60 feet	60 feet	60 feet	70 feet	70 feet	90 feet
Pitching Distance	40 feet	46 feet	46 feet	50 feet	50 feet	60ft 6in
Leading	No	Crosses Plate	Crosses Plate	Yes	Yes	Yes
Stealing	No	Crosses Plate	Crosses Plate	Yes	Yes	Yes
Stealing Home	No	Crosses Plate	Crosses Plate	Yes	Yes	Yes
Dropped 3rd	No	No	No	Yes	Yes	Yes
Infield Fly	No	No	No	Yes	Yes	Yes
Balks	None	None	None	Yes - 1 Warning per Team	Yes - 1 Warning per Team	Yes
Bunting	No	Yes, no slash	Yes, no slash	Yes, no slash	Yes, no slash	Yes
Head First Slides	Back to bag only	Back to bag only	Back to bag only	Yes	Yes	Yes
Cleats	Rubber	Rubber	Rubber	Rubber	Rubber	Metal

Refund Policy:

Full refund minus administration fees (\$75) if no games are played. 75% refund if one game is played. No refund if two or more games are played. Every effort possible will be made to get games in. Also **April 1** is the deadline to withdraw your registration for the Dirt and Diamonds event. There will be no refunds for any reason except weather after April 1st. **May 1st** for Boys of Summer

Any weather related updates, cancellations etc. will be posted on the **TeamSnap tournament app**.

Payment:

Payment must be received at the time of registration to secure a team's place in tournaments.

FOR 2025 TOURNAMENT PLAY

- **Baseballs and Umpires Included**
- **3 game guarantee for ALL Teams except for weather events (see Refund Policy)**
- **Two Umpires for All Championship Games ages 8-11**
- **Two Umpires for All Games ages 12-14u**

Rosters:

Rosters must be submitted through the TeamSnap Tournament app.

All teams are required to carry with them at all times a copy of their official roster, a copy of each player's birth certificate or state issued ID card, and a copy of their insurance.

In the event of a player's age challenge the challenging team must present a \$100 challenge fee to a Lake Shore representative, then the challenged team must show the player's birth certificate **or valid State-issued ID with birth information**. If a player is found to be ineligible the player will be removed from the tournament, the head coach will be ejected from the remainder of the tournament. If the challenge is successful the coach will be refunded his \$100 if not it will go to the LSYB general operating fund. If it is determined a team has an ineligible player, the entire team will immediately be removed from the tournament and banned from future Lake Shore tournaments. If the ineligible player is found during pool play all games against the removed team will be scored as 8-0.

A player may appear on **ONLY** one roster at a time. Any player found to be participating with more than one team shall result in the second team's disqualification, and suspension of the player for the remainder of the tournament.

Lineups:

All teams have the option of the following lineups:

- Teams may bat 9 batters
- Teams may bat 10 batters. An (EH) may be used in the batting lineup. If you start with an (EH) you must finish with an (EH), or take an out at that at-bat.
- Teams may bat the entire roster. In this case, if a player is unable to bat for any reason an out is declared for that player each time he is unable to take his turn at-bat.

For all divisions, when batting their entire lineup, if a player is unable to bat at any time solely due to on-field injury (at the discretion of the umpire), then no out will be called but the player is no longer eligible to play in the rest of the game offensively or defensively.

Each team must announce their options when exchanging lineups with the other team at the pregame conference with umpires.

A substitute is defined as any player not placed in the original batting line-up at the start of the game. As soon as a substitute bats or runs for another player, the substitute and the original starter are locked into that position in the batting line-up. Either one may bat or run at any time in that line-up position only.

Reentry Rule:

Teams may substitute for defensive positions (except pitcher) as many times as they wish, as long as the batting order remains the same. A player does not have to play the field in order to bat. Conversely, a player does not have to bat to play the field. Once a player has been placed in a slot of the batting order, the player may only bat in that slot.

Time Limit:

All games will be 6 innings for 8U-12U. All age groups 13+ will play 7 innings. No new inning will start after 2 hours for the Boys of Summer tournament and 1 hour and 45 minutes for Dirt and Diamonds (May). This will apply to all seeding

and elimination games. The International Tie Breaker Rule will go into effect in the event there is a tie after the completion of the last ruled inning of an elimination game as a winner must be declared.

A new inning begins when the last out of the previous inning is made. The tournament directors have the right to change time limits or to put in drop-dead times if games begin to run behind on any day or because of weather.

Games called before a full inning is complete because of weather, darkness, or other pertinent matters will revert back to the previous inning for the score. If the game has not reached official game status by reverting back to the previous inning, the coaches will mark their books and the game will be considered a complete game. A game is considered to have reached official status at the completion of 4 innings (3 ½ if the home team is leading). Games ending in ties due to darkness, time, or weather after 4 innings will remain as ties. However, a game called due to the time limit is an official game regardless of the number of innings completed. If a game is stopped for any reason (weather, lightning, or darkness) before the game is official, the game is suspended and will be resumed from the point of curtailment at a time scheduled by the Tournament Director. At the discretion of the Tournament Director, if there is not a feasible time to resume the game, the game will be considered complete at the end of the last complete inning and the team that is winning at that point will be the winner.

No time limits for Championship games, but mercy rules still apply.

Home/Visitor:

The home team will be determined by coin flip in all pool round/robin play games. The higher seed will have a choice for all games on Sunday.

Intentional delays:

The umpire and tournament directors reserve the right to eject any player, coach, or fan for intentionally delaying a game. A forfeit may be enforced at the tournament director's discretion.

Protest:

No protests for umpire calls as judgment calls will be deemed as final. A coach may politely ask the umpire who made the call to clarify a rules interpretation. The umpires on the field will make a final decision on the field.

Tiebreakers:

Tiebreak rules will apply to determine all seeding after pool play.

Tiebreak rules will apply for division winners, wild card winners, and seeding for playoffs.

Tiebreakers are as followed in this order:

- Win-Loss Record
- Head to Head record (if only 2 teams are tied)
- Least amount of total runs allowed
- Lowest single game runs allowed
- 2nd lowest single game runs allowed
- Coin flip

Scorebooks:

The home team will be the official scorebook. The visiting team is encouraged to maintain a book also. Game Changer can be used as an official book.

Mercy Rule:

15 runs after 3 innings (2 ½ if the home team is ahead). 10 runs after 4 innings (3 ½ if the home team is ahead). 8 runs after 5 innings (4 1/2 if the home team is ahead).

Pitching:

Pitching limits are coaches discretion with the exception of 8u which is 3 innings per game.

- Once a pitcher is removed from the mound they may not return to pitch in the same game.
- 11U and 12U - Each Team is allowed 1 balk warning per game. No balk warnings for 13U and up.
- One pitch constitutes a full inning pitched for all pitchers.
- Coaches should use sound judgment in determining who is allowed to pitch each game.

Bats:

- Any discovery of an illegal bat will result in immediate ejection from the game for the player and the head coach.
- No Rolled or Shaved Bats allowed.
- No Heating of bats
- 8-12u may use BPF 1.15 or new USA bat rules (effective 2018) Metal bat. All bats must have a branding, label, or stamp proving BPF 1.15. USSSA, USA bat, BBCOR and Wood bats are allowed.
- 13u. All bats must have a branding, label, or stamp proving BPF 1.15 or BBCOR on it. There is a length to weight ratio maximum of -8 (8 ounces). Wood Bats are allowed.
- 14u & Up. All teams must use BBCOR -3 bats that are legal according to the National High School Federation. Wood bats are also allowed.

Courtesy Runners:

A courtesy runner for the pitcher and catcher is allowed at anytime. The runner must be a player not in the game or was last batted out. The same courtesy runner (player not in the game) cannot run for the pitcher and catcher in the same inning (unless it's the last batted out).

Ejections:

Coaches and fans ejected from a game **must exit the park immediately** and not return for the rest of that game plus their next scheduled game. Players may stay with their respective teams but may not participate in the rest of that game plus the next scheduled game provided they display a sportsmanlike manner for the duration of the game.

Dugouts:

Teams that are hosting game sites for the tournament have first priority when choosing their dugouts for all games in the tournament at their host site. Dugouts are on a first come first serve bases for Friday and Saturday after that. If an agreement cannot be made then teams should flip a coin to determine who has first choice. On Sunday the higher seed shall pick their dugout unless the other team is hosting a game site at their home field.

Pregame Infield:

There will be NO infield warm-ups before any scheduled game. Please allow the field crews to work on the fields between games if they choose to.

Start of game:

All teams are expected to be at fields ready to play ½ hour prior to game time. Please be prepared to start games early if the field, umpires and teams are ready to play. Teams must have 9 players to start a game with NO exceptions. Teams may finish with 8 players (out taken for a vacant spot in the lineup). If a team is required to forfeit a game prior to a game starting the score will be recorded as 8-0. If a team is unable to finish a started game due to not having 8 players the score recorded will be determined by the tournament director.

Special Considerations for 8U Divisions:

Live Play Rule- For base running purposes, the play does not begin or resume (“live play”) until the batter hits the ball officially in play. Neither a base-on-balls nor being hit by a pitch (walks) constitutes “live play” for these purposes.

Dead Ball Rule- For base running purposes, the play ends or ceases (a “dead ball” occurs) when the pitcher has control of the ball within a 10’ radius around the rubber (umpires discretion). At this point in time, the umpire must determine the position of the base runners at the moment of the “dead ball.” Base runners who have reached at least a point midway (30 feet) between the bases may advance to the next base. Base runners who have not yet reached the mid-way point must return to the preceding base.

If the pitcher attempts a continuance of play by attempting to throw-out an advancing runner after the ball has been returned to him (from a fellow player) within the “infield area” the pitcher has forfeited a “dead ball” and has officially resumed the ball in play, allowing players to advance. A “dead ball” will not occur again until the ball returns back to the pitcher in the “infield area”.

Walks of any kind, bases on balls or batters hit by a pitch, are considered “dead ball” activities. Runners do not advance except as typically caused by the walk itself

Special Considerations for 9U and 10U Divisions:

Live Play Rule- For base running purposes, the play does not begin or resume (“live play”) until the pitcher delivers the ball that crosses home plate or the batter hits the ball officially into play.

Dead Ball Rule- For base running purposes, the play ends or ceases (a “dead ball” occurs) when the pitcher has control of the ball within a 10’ radius around the rubber (umpires discretion). At this point in time, the umpire must determine the position of the base runners at the moment of the “dead ball.” Base runners who have reached at least a point midway (30 feet) between the bases may advance to the next base. Base runners who have not yet reached the mid-way point must return to the preceding base.

If the pitcher continues a play by attempting to throw out an advancing runner after the ball has been returned to him (from a fellow player) within the “infield area” the pitcher has forfeited a “dead ball” and has officially resumed the ball in play, allowing players to advance. A “dead ball” will not occur again until the ball returns back to the pitcher in the “infield area”.

Base-on-Balls for Batter – A batter turned runner on their ball-4 pitch for a base-on-balls is not allowed to advance beyond first base on a cleanly fielded pitch by the catcher that is returned cleanly to the pitcher. Other runners on base are allowed to steal or advance, but in this case the batter turned runner is not allowed to advance beyond first. If the ball-4 pitch gets away from the catcher, or away from the pitcher on the return throw from the catcher, or either the pitcher or catcher attempts a pick-off then the batter turned runner can advance. The intent of this rule is to prevent teams from taking unfair advantage of the inexperience of 10U and under players. This prevents a batter turned runner continuing to run to second after reaching first when another runner is on third.