Lake Shore Youth Baseball
www.lakeshorebaseball.org
Revised 3.19.2026

**Playing Rules for Little Gloves Division**

1. General. This division will be an introduction to the basic skills and rules of teeball.
    a. There are no umpires needed in this division.
    b. A player must be 3 years old before April 1st and not older than 3 prior to August 31st to play in this division.
    c. All games will be played on the Little Gloves field.
    d. Vehicles are not permitted on the grass or walking paths between the parking lots and the playing fields.
2. Field & Equipment
    a. 30-foot bases.
    b. The Lake Shore field maintenance crew will be responsible for preparing the field for Play.
    c. The Home Team shall select its dugout before the Visiting Team.
    d. The Visiting Team is entitled to use the infield for practice beginning 30 minutes before the scheduled start of the game. The Visiting Team must yield the infield to the home team 15 minutes before the scheduled start of the game.
    e.
    f. Both teams shall supply one NEW game ball, and one GOOD back-up ball. A soft or safety ball is used in this division.
    g. All bats must conform to USA Baseball standards. Metal and composite bats must feature the USA Baseball certification mark, and be listed on the www.usabat.com website. Solid, one-piece wood bats may be used with or without the USA Baseball Mark.
    h. Plastic cleats are permitted, but not required.
    i. Protective cups are NOT required.
    j. SAFETY. Batters and base runners must wear helmets at all times. There is only one batter allowed on deck at a time. The only players allowed to swing a bat are the batter and the on deck hitter. All helmets must have a full face protective wire cage.
3. Game & Innings
    a. A regular game is 4 innings. A shortened game (for time, weather, etc.) is official (won't be rescheduled) if both teams have batted 3 or more full innings.
    b. No new inning shall start after 1 hour from the start time.
    c. Team outs are NOT counted. An offensive inning consists of one time around the batting order regardless of the number of outs made by the defensive team.
    d. Scores will not be kept, so there is NO run limit or mercy rule in this division.
    e. The half inning ends when the last batter in the lineup completes his or her at bat.
4. Batting & Base running
    a. All players on the roster will bat during their team's half inning. The order must be

decided before the game starts.

b. A team may start with any number of players. If a player must leave the game for any reason, he or she is simply removed from the batting order. Any player arriving late is inserted at the end of the batting order.

c. All batters hit from the tee. Each batter is allowed to take as many swings as needed to hit a fair ball.

d. Batter and runners advance one base during the batted ball.

e. Even if a batter or runner is put-out, they stay on the base.

f. Base coaches are permitted at each base to coach the runners.

g. Players must remain on the base until the batter hits a fair ball.

h. When the last batter in the lineup hits a fair ball, all runners and the batter will finish running the bases in order and touch home plate to conclude the half inning.

i. No sliding at any base or plate. Do not teach players to collide with defensive players.

5. Pitching

a. There will be no pitching in this division.

6. Fielding

a. All players are in the field on defense.

i. A player-catcher is not necessary; players should learn the other positions in the field in this age division.

ii. A player is placed as a fielding pitcher near the mound, no closer than 38 feet.

iii. The remaining players are placed in the regular infield positions, then short outfielders between 1st and 2nd, 2nd and Short, Short and third. Additional fielders should be distributed in the regular outfield positions. At the Head Coach's discretion, parents are permitted, and encouraged, to be on the field behind players for instructional purposes. Coaches are not to touch a live ball.

b. Fielders should throw every batted ball to first base. The first baseman should pick up the ball, step on first base, and throw the ball to home.

c. Coaches shall position fielders between bases to the nearest base.

d. No extra bases on overthrows.

e. All runners will remain on their bases even if the fielders get the ball to the base ahead of the runner.

**Playing Rules for Shetland Division**
**(Tee Ball)**

1. General

a. This division shall follow the NFHS rules for this division except where modified herein.

b. For the spring season, a player's age is his age on August 31 of the current year. A player may not be older than 5 to play in this division.

c. A rostered player shall not also be on another Co-op, travel, or select team.

d. Teams may borrow players:

i. All borrowed players must be announced at the plate conference to the opposing Manager.

ii. A borrowed player must be from the same organization in the same age group.

2. Field & Equipment
    a. 50-foot bases. There will be three Basepath Marks (half-way between first and second, second and third, and third and home) used to position runners to the nearest base when play is stopped.
    b. The Lake Shore field maintenance crew will be responsible for preparing the field for play.
    c. The Home Team shall select its dugout before the Visiting Team.
    d. The Visiting Team is entitled to use the infield for practice beginning 30 minutes before the scheduled start of the game. The Visiting Team must yield the infield to the home team 15 minutes before the scheduled start of the game.
    e. Both teams shall supply one NEW game ball, and one GOOD back-up ball. A soft or safety ball is used in these divisions.
    f. All bats must conform to USA Baseball standards. Metal and composite bats must feature the USABat certification mark, and be listed on the www.usabat.com website. Solid, one-piece wood bats may be used with or without the USA Baseball mark.
    g. Plastic cleats are permitted, but not required.
    h. Protective cups are NOT required.
    i. SAFETY. Batters and base runners must wear helmets at all times. There is only one batter allowed on deck at a time. The only players allowed to swing a bat are the batter and the on deck hitter.
    j. All batting helmets must have a full face protective wire cage.
3. Game & Innings
    a. There will be a short pre-game conference held at home plate between opposing managers to discuss these and any other ground rules.
    b. A regular game is 4 innings. The game will be considered official if both teams have batted 3 or more full innings.
    c. No new inning shall start after 1 hour from the start time.
    d. **Outs ARE counted**. An offensive inning ends after three outs, or max of half of the batting order. IF one defensive team turns three outs twice in the same game, all remaining innings revert to batting half the batting order regardless of the number of outs made.
    e. Scores will not be kept, so there is NO run limit or mercy rule in this division.
4. Batting & Base running
    a. All players on the roster will bat continuously. The order must be announced prior to game time, but no later than the pre-game conference.
    b. A team may start with any number of players. If a player must leave the game for any reason, he is simply removed from the batting order. Any player arriving late is inserted at the end of the batting order.
    c. Coach pitching is optional in the second half of the season. If the batter does not hit a fair ball against a coach pitcher in 3 pitches, the batter hits from a tee.
    d. Batter and runners may advance as far as they can on a batted ball that leaves the infield dirt and enters the outfield. Batter and runners are limited to one (1) base on balls that do not leave the infield.
    e. The ball is considered **dead when once the ball is thrown from the outfield and the ball enters the infield dirt. The ball does not need to be possessed by an infielder to stop the runners.** Runners advancing more than one base that have not made it more than halfway to the next base when the ball is dead, will return to the last touched base.
    f. If a batter or runner is put-out, they must go back to the bench. First and third base

coaches are permitted in the coaching boxes to coach the runners.

g. Bunting is NOT permitted.

h. Leading off is NOT permitted. Players cannot leave the base until the bat makes contact with the ball.

i. Stealing is NOT permitted.

j. No sliding at any base or plate. Do not teach players to collide with defensive players.

5. Pitching

a. 2nd half of season, the manager or a coach pitches to the batters (3 pitches max), but any batter may elect to hit straight from the tee all season.

b. If a batter is pitched to, he or she may receive not more than 3 pitches, good or bad. If a fair ball is not hit after 3 pitches, then the batter must use the tee. This MUST be enforced or games will become too long and uninteresting for the children.

c. The manager or a coach will pitch overhand to the batters either from a standing position or from one knee. A fielder shall take the position beside the coach at the pitching plate.

d. If a coach pitcher hits a batter with a pitch, the pitch will count against the 3-pitch limit and the batter shall NOT be awarded first base.

6. Fielding

a. All players are in the field on defense.

b. A player-catcher is optional, but must wear a catcher's helmet and mask, and stand well away from home plate. The catcher is used to make plays at home and field balls hit near the plate.

c. A player is placed as a fielding pitcher near the mound, no closer than 35 feet.

d. The remaining players are placed in the regular infield positions. Additional fielders should be distributed in the regular outfield positions. A defensive coach is permitted, and encouraged, to be on the field behind players for instructional purposes. Coaches are not to touch a live ball.

e. Outfielders must be positioned 15 feet behind the infielders when the ball is placed on the tee or pitched by the coach Pitcher.

f. Except in the case of an injury or parent request, Managers are not authorized to sit a player for a second inning in the same game until all players on the team have sat for one inning. No player shall sit for consecutive innings.

g. Each player must play at least two innings in the infield positions, unless the parent or player opposes.

h. The ball is considered dead once an infielder has fielded the ball and made a throw to a base, or an outfielder has **returned the ball back to the infield dirt (the ball does not need to be possessed by an infielder).**

i. Coaches shall position fielders between bases to the nearest base.

j. No extra bases on overthrows, in play or out of play.

k. One defensive coach is permitted on the field to guide the players in the fielding of their positions.

**Playing Rules for Clinic Division**
**(Coach Pitch)**

The Lake Shore playing rules will be in effect for all in-house games. Games between Lake Shore teams and Co-Op teams will be governed by the Co-Op rules and Lake Shore Rule Extensions, Additions, and Exceptions will not apply.

1. General
   a. This division shall follow the NFHS rules for this division except where modified herein.
   b. Games will be provided with a junior umpire appointed by the Junior Umpire Coordinator.
   c. For the spring season, a player's age is his age on August 31 of the current year. A player may not be older than 7 to play in the Clinic division.
   d. A rostered player shall not also be on another Co-op, travel, or select team.
   e. Teams may not borrow players.

2. Field & Equipment
   a. 50-foot bases. A pitching line approximately 35 feet from the plate. A fair ball Arc approximately 8 feet in front of the plate.
   b. There will be three Basepath Marks (half-way between first and second, second and third, and third and home) used to position runners to the nearest base when play is stopped.
   b. The Lake Shore field maintenance crew will be responsible for preparing the field for play.
   c. The Home Team shall select its dugout before the Visiting Team.
   d. The Visiting Team is entitled to use the infield for practice beginning 30 minutes before the scheduled start of the game. The Visiting Team must yield the infield to the home team 15 minutes before the scheduled start of the game.
   e. Both teams shall supply one NEW game ball, and one GOOD back-up ball.
   f. All bats must conform to USA Baseball standards. Metal and composite bats must feature the USABat certification mark, and be listed on the www.usabat.com website. Solid, one-piece wood bats may be used with or without the USA Baseball mark.
   g. Plastic cleats are permitted, but not required.
   h. Protective cups are NOT required.
   i. SAFETY. Batters and base runners must wear helmets at all times. There is only one batter allowed on deck at a time. The only players allowed to swing a bat are the batter and the on deck hitter.
   j. All helmets must have a full face protective wire cage.

3. Game & Innings
   a. There will be a short pre-game conference held at home plate between opposing

managers to discuss these and any other ground rules.

b. A regular game is 6 innings, a shortened game (for time, weather, etc.) is official (won't be rescheduled) if both teams have batted 4 or more full innings.

c. No new inning shall start after 1½ hours from the start time.

d. there will be a maximum of 5 runs per inning, except in the 6th or extra innings, which are open. Regular season games can end in a tie.

e. There is a 10 run mercy rule in this division. If any team is ahead by 10 or more runs after the completion of 4 or more innings, the game will end.

4. Batting & Base running

a. All players on the roster will bat continuously. The order must be announced prior to game time, but no later than the pre-game conference.

b. A team may start with any number of players. If a player must leave the game for any reason, he is simply removed from the batting order. Any player arriving late is inserted at the end of the batting order.

c. A batter shall be declared out after failing to hit a fair ball after the coach pitcher delivers six pitches. The batter is out if there are three strikes before the sixth pitch. Only missed swings are counted as strikes, as are foul balls and foul tips. A batter is not out on an uncaught foul ball or a foul tip even if it is the sixth pitch.

d. Batter and runners may advance as far as they can on a batted ball that leaves the infield dirt and enters the outfield. Batter and runners are limited to one (1) base on balls that do not leave the infield.

e. The ball is considered **dead once an infielder possesses the ball in the infield dirt.** Runners advancing more than one base that have not made is more than halfway to the next base when the ball is dead, will return to the last touched base. The ball is dead once the infielder possesses the ball from the outfielder and no plays or tag out can be attempted by the infielder (i.e. throw from outfielder comes to shortstop, runner is two steps off second and gets tagged, the runner remains at second base because the were not more than half way to third at the time the shortstop possessed the ball and must return to second base).

f. **For balls hit in the infield only, infielders may make outs via force outs or tag outs.** (i.e. ball hit to shortstop, runner on second, runner runs to 3rd and shortstop tags the runner, the runner is out).

g. **For fly balls, runners are not permitted to tag up. Fly balls caught will be a dead ball once caught (infield or outfield) and runners will be returned to the base they started from.**

h. First and third base coaches are permitted in the coaching boxes to coach the runners. If a base coach touches a base runner during a live play, the runner will be declared out and the coach will receive a warning. If the coach commits the violation a second time he must be removed from base coaching duties.

i. Bunting is NOT permitted.

j. Leading off is NOT permitted. Players cannot leave the base until the bat makes contact with the ball.

k. Stealing is NOT permitted.

l. Players are allowed to slide into any base except 1st Base.

m. if a batted ball hits a coach, the ball is dead. The pitch is a foul strike and no runners may advance. If a live ball hits the coach pitcher or in the umpire's judgment the coach interferes in the fielder's attempt to make a play, the ball is dead and the lead runner is out.

5. Pitching

a. the manager or a coach pitches to the batters

b. The batter may receive not more than 6 pitches, good or bad. If a fair ball is not hit after 6 pitches, the batter is out. The batter will be allowed to continue batting if the last pitch is a foul tip or foul ball.

c. The manager or a coach will pitch overhand to the batters either from a standing position or from one knee, with at least one foot behind the pitching line. A fielder shall take the position beside the coach at the pitching plate.

d. If a coach pitcher hits a batter with a pitch, the pitch will count against the 6-pitch limit and the batter shall NOT be awarded first base.

6. Fielding

a. All players are in the field on defense.

b. The catcher must wear a catcher's helmet and mask, and stand or squat behind home plate. The catcher is used to make plays at home and field balls hit near the plate.

c. A player is placed as a fielding pitcher near the mound, no closer than 35 feet. The remaining players are placed in the regular infield positions. Additional fielders should be distributed in the regular outfield positions. A defensive coach is permitted, and encouraged, to be on the field behind players for instructional purposes. Coaches are not to touch a live ball, with only 10 players in the field on defense.

d. Outfielders must be positioned 15 feet behind the infielders.

e. except in the case of an injury or parent request, No player shall sit for consecutive innings.

f. Each player must play at least two innings in the infield positions, unless the parent or player opposes.

g. The ball is considered dead once an infielder has fielded the ball and made a throw to a base, or an outfielder has **returned the ball back to the infield dirt AND the ball is possessed by an infielder.** The ball is dead once the infielder possesses the ball from the outfielder and no plays or tag out can be attempted by the infielder (i.e. throw from outfielder comes to shortstop, runner is two steps off second and gets tagged, the runner remains at second base because the were not more than half way to third at the time the shortstop possessed the ball and must return to second base).

h. **For balls hit in the infield only, infielders may make outs via force outs or tag outs.** (i.e. ball hit to shortstop, runner on second, runner runs to 3rd and shortstop tags the runner, the runner is out).

i. **For fly balls, runners are not permitted to tag up. Fly balls caught will be a dead ball once caught (infield or outfield) and runners will be returned to the base they started from.**

j. No extra bases on overthrows by INFIELDERs, in play or out of play.

k. 2 or 3 defensive coaches are permitted on the field to guide the players in the fielding of their positions.

## Playing Rules for Pinto Division (Kid Pitch)

The Lake Shore playing rules will be in effect for all in-house games. Games between Lake Shore teams and Co-Op teams will be governed by the Co-Op rules and Lake

Shore Rule Extensions, Additions, and Exceptions will not apply.

1. General
    a. This division shall follow the NFHS rules for this division except where modified herein.
    b. The Lake Shore Junior Umpire Coordinator will appoint umpires for all Pinto games. If an umpire does not show, The Home Team shall notify the Junior Umpire Coordinator of the situation and follow guidance if applicable.
    c. For the spring season, a player's age is his or her age on August 31 of the current year. A player may not be older than 8 to play in this division.
    d. A rostered player shall not also be on another Co-op, travel, or select team.
    e. Teams may not borrow players.

2. Field & Equipment
    a. 50-foot bases
    b .Three Basepath Marks, half-way between first and second, second and third, and third and home; used to position runners to the nearest base when play is Stopped.
    c. Players will pitch from the pitching rubber at 40'. The coach rescue point will be a horizontal line approximately 35 feet from home plate. The coach must pitch from behind this line.
    d. The Lake Shore field maintenance crew will be responsible for preparing the field for play.
    e. The Home Team shall select its dugout before the Visiting Team.
    f. The Visiting Team is entitled to use the infield for practice beginning 30 minutes before the scheduled start of the game. The Visiting Team must yield the infield to the home team 15 minutes before the scheduled start of the game.
    e. Both teams shall supply one NEW game ball, and one GOOD back-up ball. A regular hard ball is used in this division.
    f. All bats must conform to USA Baseball standards. Metal and composite bats must feature the USABat certification mark, and be listed on the www.usabat.com website. Solid, one-piece wood bats may be used with or without the USA Baseball mark.
    g. Metal cleats are NOT permitted.
    h. All male players MUST wear a protective cup when catching, and recommended for all other positions.
    i. SAFETY. Batters and base runners must wear helmets at all times. There is only one batter allowed on deck at a time. The only players allowed to swing a bat are the batter and the on deck hitter.
    j. All helmets must have a full face protective wire cage.

3. Game & Innings
    a. There will be a short pre-game conference held at home plate between opposing managers to discuss these and any other ground rules.
    b. A regular game is 6 innings. A shortened game (for time, weather, etc.) is official if it has completed 4 innings.
    c. No new inning shall start after 1 ½ hours from the start time.
    d. A Run Limit of 5 innings for all innings except the last inning, and any extra innings. When the time limit is approaching, a "Last Inning" may be declared if both managers

agree before the start of the top of that inning.

e. This division will have a modified "10 run rule". Once a team is ahead by 10 or more runs after 4 complete innings, the game will be considered officially over. Once the 10 run criteria have been met, the official game score will be recorded as complete, but the game may continue as a scrimmage for developmental purposes. During this extended time, the winning coach will avoid putting the team's best players in key positions and focus on developing other players.

f. Games may end in a tie, if the score is tied after the last complete inning.

4. Batting & Base running

a. All players on the roster will bat continuously. The order must be announced prior to game time, but no later than the pre-game conference.

b. A team may start with 8 players and the 9th spot IS NOT AN OUT. If the ninth or more players show up late, that player will be put in the last spot in the lineup. If a player must leave the game for any reason, it must be permanent, and the team will NOT be charged with an out.

i. if a player leaves early and misses his scheduled at bat, the team may elect to take an out at his position in order to maintain the player's eligibility for the game.

c. The Dropped Third Strike rule shall NOT be enforced. The batter is automatically out on strike three whether or not the catcher holds on to the third strike.

d. Bunting is NOT permitted. A deliberately attempted bunt is a foul ball.

e. Leading off is NOT permitted. Players cannot leave the base until the bat makes contact with the ball.

f. Stealing is permitted as follows:

i. No other base runners are allowed to advance on this play.
ii. No advancement further then second base is allowed.
iii. One successful steal per inning is allowed.
iv. There are no count or out requirements.

g. No head-first sliding at any base or plate. Do not teach players to collide with defensive players. Offending runner shall be called out.

h. A Courtesy Runner for the catcher is permitted at any time. The courtesy runner must be the most recent batted out. The player removed for the courtesy runner must catch the next inning. The umpire may disallow this substitution if it is not speeding up the Game.

i. Batter and runners may advance as far as they can on a batted ball that leaves the infield dirt and enters the outfield. Batters and runners are limited to one (1) base on balls that do not leave the infield. Except on overthrows to first base, ALL runners will be able to advance 1 base on overthrows to first base.

j. For balls hit into the outfield, the ball is considered **dead once an infielder possesses the ball in the infield dirt.** Runners advancing more than one base that have not made is more than halfway to the next base when the ball is dead, will return to the last touched base. However, the fielder is permitted to attempt a play to get the runner out. The runner may only advance to the base of attempt, bases will not be awarded for overthrows unless the ball is thrown out of play. For example, a ball is hit to left field, shortstop catches the ball and runner is rounding second and attempts third the shortstop can attempt a throw to third and runner can only go to third. In the event the runner is not halfway, and the shortstop does not make an attempt the runner must return to second base.

k. Runners will be awarded ONE base on an overthrow if the ball goes out of play.

l. If a batted ball hits a coach, the ball is dead. The pitch is a foul strike and no runners may advance. If a live ball hits the coach pitcher or in the umpire's judgment the coach interferes in the fielder's attempt to make a play, the ball is dead and the lead runner is out.

5. Pitching

a. Upon the 4th ball (non-strike), the coach will come into rescue, and the strike count will remain the same and all subsequent strikes, whether a called strike by the umpire or swinging, will count toward the pitch count. A batter hit by a ball pitched by a coach is NOT awarded 1st base.

i. In a coach rescue situation, the manager or a coach will pitch overhand to the batters either from a standing position or from one Knee from behind the 35' line. A fielder shall take the position beside the coach at the pitching plate.

d. Maximum innings for any one pitcher in any one game is 2 innings. Once a pitcher throws one pitch in an inning, that is considered a full inning.

e. Once a pitcher is removed from the mound, he CAN NOT be brought back in to pitch for the remainder of that game.

f. A pitcher who hits two batters in the same inning shall be removed and cannot re-enter as a pitcher.

g. Pitchers may pitch no more than 3 innings for the day. "Day" refers to a calendar day (midnight to midnight).

i. Pitchers are allowed to pitch two days in row as long as the player doesn't throw more than 3 innings in combination of the two days. In order to be eligible to pitch 2 days in a row, the first day total must only be 1 inning (not the maximum) in order not to trigger the 40-hour rest rule.

ii. A 40-hour minimum rest (from start of game) is required between starts when maximum innings are pitched in a game or in a day.

iii. Pitchers pitching 2 days in a row must rest 40 hours no matter how many innings are pitched.

h. Pitchers are not allowed to pitch more than 6 innings for the week. A "week" refers to a calendar week running from Monday through Sunday.

6. Fielding

a. 10 players are on the field on defense. The 10th player must play in the outfield, and all outfielders must play at least 30 feet behind the infield. Short-sided teams (8 or 9 players) must field a pitcher, catcher, and 4 infielders.

b. You Pay, You Play - a minimum of four innings in the field per 6 inning game, and a minimum of 2 of those in the infield. To the maximum extent possible, all players shall play in the field equally.

c. Runners may not advance on overthrows by Infielders except on overthrows to first base.

d. The Infield Fly rule shall NOT be enforced.

e. No hidden ball tricks.

f. 1st half of season - One defensive coach is permitted in the outfield to guide the players in the fielding of their positions.

**Playing Rules for 9-10U Mustang Division**

1. General
    a. This division shall follow the NFHS rules for this division except where modified herein.
    b. The Home Organization shall schedule a paid umpire and the Home Team shall pay the FULL umpire fee. If an umpire does not show, then a coach from both teams shall be designated as alternating umpires prior to the start of the game.
        i. Lake Shore Rule Extension: The Home Team shall notify the Head Umpire of the situation and follow his guidance if applicable.
    c. For the spring season, a player's age is his or her age on August 31 of the current year. A player may not be older than 10 to play in this division.
    d. A rostered player shall not also be on another Co-op, travel, or select team.
        i. Lake Shore Rule Exception: for games between Lake Shore teams, a rostered player is permitted to serve as a guest/supplemental player for travel or select teams only during individual weekend tournaments. They are not permitted to be a regular travel or select league player. These players will not be eligible for crossover games in Co-Op gameplay.
    e. Teams may not borrow players.
    f. Lake Shore Rule Addition: The Lake Shore playing rules will be in effect for all in-house games. Games between Lake Shore teams and Co-Op teams will be governed by the Co-Op rules and Lake Shore Rule Extensions, Additions, and Exceptions will not apply.
2. Field & Equipment
    a. 60-foot bases.
    b. The Home Team and/or Organization is responsible for preparing the field for play.
    c. The Home Team shall select its dugout before the Visiting Team.
    d. The Visiting Team is entitled to use the infield for practice beginning 30 minutes before the scheduled start of the game. The Visiting Team must yield the infield to the home team 15 minutes before the scheduled start of the game.
    e. Both teams shall supply one NEW game ball, and one GOOD back-up ball.
    f. All bats must conform to USA Baseball standards. Metal and composite bats must feature the USABat certification mark, and be listed on the www.usabat.com website. Solid, one-piece wood bats may be used with or without the USA Baseball mark.
    g. Metal cleats are NOT permitted.
    h. All male players MUST wear a protective cup when catching, and recommended for all other positions.

i. Lake Shore Rule Addition: SAFETY. Batters and base runners must wear helmets at all times. Protective masks on batting helmets are encouraged, but not required. There is only one batter allowed on deck at a time. The only players allowed to swing a bat are the batter and the on deck hitter.

3. Game & Innings

a. There will be a short pre-game conference held at home plate between opposing managers to discuss these and any other ground rules.

b. A regular game is 6 innings. A shortened game (for time, weather, etc.) if it has completed 4 innings.

c. No new inning shall start after 2 hours from the start time. A new inning starts when the 3rd out is recorded from the previous inning. When a following game has been scheduled, there will be a dead stop at 2 hours and 15 minutes from the start time, and if the inning is not completed the score reverts back to the previous inning.

i. Lake Shore Rule Extension: If there is no following game, the inning will continue at the umpire's discretion.

d. A Run Limit of 5 innings for all innings except the last inning, and any extra innings. When the time limit is approaching, a "Last Inning" may be declared if both managers agree before the start of the top of that inning.

e. The game will end if one team is ahead by 10 runs after 4 or more complete innings.

f. Games may end in a tie, if the score is tied after the last complete inning.

4. Batting & Base running

a. All players on the roster will bat continuously. The order must be announced prior to game time, but no later than the pre-game conference.

b. A team may start with 8 players and the ninth spot IS NOT AN OUT. If the ninth player shows up late, that player will be put in the last spot in the lineup. If a player must leave the game for any reason, the team will NOT be charged with an out.

i. Lake Shore Rule Extension: if a player leaves early and misses their scheduled at bat, they will not be eligible to return to the game. However, the team may elect to take an out at his position in order to maintain the player's eligibility for the game.

c. The Dropped Third Strike rule shall NOT be enforced. The batter is automatically out on strike three whether or not the catcher holds on to the third strike.

d. Bunting is permitted.

e. Leading off is NOT permitted. BASE RUNNERS must stay on their bases when a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball. Base runners shall not leave/lead off base until the ball has crossed home plate. If a runner leaves a base ahead of time, the runner's advance, and the advance of every runner on base at the time, is restricted to no more than how far the batter advances as the result of his safe Hit.

f. Stealing permitted on all bases (including home on a passed ball). There is no stealing of home on an overthrow from the catcher to the pitcher after a pitched ball.

g. No head-first sliding, with the exception of returning to a base on a pick-off throw from a pitcher or catcher. Offending runner shall be called out.

h. A Courtesy Runner for the catcher is permitted at any time. The courtesy runner must be the most recent batted out. The umpire may disallow this substitution if it is not speeding up the game.

i. Lake Shore Rule Extension: A courtesy runner for the pitcher is also permitted at any time. The player removed for the courtesy runner must play as pitcher or catcher the next inning.

i. A player throwing a bat will be issued a warning; a second occurrence will result in the batter being out.

5. Pitching

a. Maximum innings for any one pitcher is 3 innings in one game, and 9 innings in a calendar week.

i. Lake Shore Rule Extension: and no more than 4 innings for the day. “Day” refers to a calendar day (midnight to midnight). A “week” refers to a calendar week running from Monday through Sunday.

ii. Lake Shore Rule Extension: A 40-hour minimum rest (from start of game) is required between starts when maximum innings are pitched in a game or in a Day.

iii. Lake Shore Rule Extension: Pitchers are allowed to pitch 2 days in a row as long as the player doesn't throw more than 4 innings in combination of the 2 days. In order to be eligible to pitch 2 days in a row, the first day total must only be 2 innings (not the maximum) in order not to trigger the 40-hour rest rule.

iv. Lake Shore Rule Extension: Pitchers pitching 2 days in a row must rest 40 hours no matter how many innings are pitched.

b. Once a pitcher throws one pitch in an inning, that is considered a full inning.

c. Innings must be consecutive within a game. Once a pitcher has been removed from the mound in a game, or does not come back out to the mound after pitching in the previous inning, they cannot be brought back in to pitch in that same game.

d. A pitcher who hits two batters in the same inning, or three in a game, must be Removed.

e. There are NO balks in this division

f. Intentional Walks are NOT permitted. If the umpire believes that a batter has been intentionally walked, he will warn the manager that it is against the rules. If it happens a second time, the manager will be ejected at the discretion of the umpire and the game is subject to forfeit.

6. Fielding

a. Only 9 players are allowed in the field on defense.

b. You Pay, You Play - a minimum of 4 innings in the field per 6 inning game. To the maximum extent possible, all players shall play in the field equally.

c. ONE base on an overthrow out of play.

d. The Infield Fly rule shall NOT be enforced.

**Playing Rules for 11-12U Bronco Division**

1. General
    a. This division shall follow the NFHS rules for this division except where modified herein.
    b. The Home Organization shall schedule a paid umpire and the Home Team shall pay the FULL umpire fee. If an umpire does not show, then a coach from both teams shall be designated as alternating umpires prior to the start of the game.
        i. Lake Shore Rule Extension: The Home Team shall notify the Head Umpire of the situation and follow his guidance if applicable.
    c. For the spring season, a player's age is his or her age on August 31 of the current year. A player may not be older than 12 to play in this division.
    d. A rostered player shall not also be on another Co-op, travel, or select team.
        i. Lake Shore Rule Exception: for games between Lake Shore teams, a rostered player is permitted to serve as a guest/supplemental player for travel or select teams only during individual weekend tournaments. These players will not be eligible for crossover games in Co-Op gameplay.
    e. Teams may not borrow players.
    f. Lake Shore Rule Addition: The Lake Shore playing rules will be in effect for all in-house games. Games between Lake Shore teams and Co-Op teams will be governed by the Co-Op rules and Lake Shore Rule Extensions, Additions, and Exceptions will not apply.
2. Field & Equipment
    a. 70-foot bases.
    b. The Home Team and/or Organization is responsible for preparing the field for play.
    c. The Home Team shall select its dugout before the Visiting Team.
    d. The Visiting Team is entitled to use the infield for practice beginning 30 minutes before the scheduled start of the game. The Visiting Team must yield the infield to the home team 15 minutes before the scheduled start of the game.
    e. Both teams shall supply one NEW game ball, and one GOOD back-up ball.
    f. All bats must conform to USA Baseball standards. Metal and composite bats must feature the USABat certification mark, and be listed on the www.usabat.com website. Solid, one-piece wood bats may be used with or without the USA Baseball mark.
    g. Metal cleats are NOT permitted.
    h. All male players MUST wear a protective cup when catching, and recommended for all other positions.
    i. Lake Shore Rule Addition: SAFETY. Batters and base runners must wear helmets at all times. There is only one batter allowed on deck at a time. The only players allowed to

swing a bat are the batter and the on deck hitter.

3. Game & Innings

a. There will be a short pre-game conference held at home plate between opposing managers to discuss these and any other ground rules.

b. A regular game is 6 innings. A shortened game (for time, weather, etc.) if it has completed 4 innings.

c. No new inning shall start after 2 hours from the start time. A new inning starts when the 3rd out is recorded from the previous inning. When a following game has been scheduled, there may also be a dead stop at 2 hours and 15 minutes from the start time, and if the inning is not completed the score reverts back to the previous inning.

i. Lake Shore Rule Extension: If there is no following game, the inning will continue at the umpire's discretion.

ii. Lake Shore Rule Extension: When a following game has been scheduled, there will be a "drop dead" stop time at 2 hours and 15 minutes from the start Time.

d. A Run Limit of 5 innings for all innings except the last inning, and any extra innings. When the time limit is approaching, a "Last Inning" may be declared if both managers agree before the start of the top of that inning.

e. The game will end if one team is ahead by 10 runs after 4 or more complete innings.

f. Games may end in a tie, if the score is tied after the last complete inning.

4. Batting & Base running

a. All players on the roster will bat continuously. The order must be announced prior to game time, but no later than the pre-game conference.

b. A team may start with 8 players and the ninth spot IS NOT AN OUT. If the ninth player shows up late, that player will be put in the last spot in the lineup. If a player must leave the game for any reason, the team will NOT be charged with an out.

i. Lake Shore Rule Extension: if a player leaves early and misses their scheduled at bat, they will not be eligible to return to the game. However, the team may elect to take an out at their position in order to maintain the player's eligibility for the game.

c. The Dropped Third Strike rule shall be enforced.

d. Bunting is permitted.

e. Leading off is permitted.

f. Stealing permitted on all bases.

g. No head-first sliding, with the exception of returning to a base on a pick-off throw from a pitcher or catcher. Offending runner shall be called out.

h. A Courtesy Runner for the catcher of record is permitted at any time. The courtesy runner must be the last batted out. The umpire may disallow this substitution if it is not speeding up the game.

I. Lake Shore Rule Extension: A courtesy runner for the pitcher of record is also permitted at any time.

i. A player throwing a bat will be issued a warning; a second occurrence will result in the batter being out.

5. Pitching

a. Maximum innings for any one pitcher is 3 innings in one game, and 9 innings in a calendar week.

i. Lake Shore Rule Extension: and no more than 6 innings for the day. “Day” refers to a calendar day (midnight to midnight). A “week” refers to a calendar week running from Monday through Sunday.

ii. Lake Shore Rule Extension: A 40-hour minimum rest (from start of game) is required between starts when maximum innings are pitched in a game or in a Day.

iii. Lake Shore Rule Extension: Pitchers are allowed to pitch 2 days in row as long as the player doesn't throw more than 6 innings in combination of the 2 days. Inorder to be eligible to pitch 2 days in a row, the first day total must only be 2 innings (not the maximum) in order not to trigger the 40-hour rest rule.

iv. Lake Shore Rule Extension: Pitchers pitching 2 days in a row must rest 40 hours no matter how many innings are pitched.

b. Once a pitcher throws one pitch in an inning, that is considered a full inning.

c. Innings must be consecutive within a game. Once a pitcher has been removed from the mound in a game, or does not come back out to the mound after pitching the previous inning, they cannot be brought back in to pitch in that same game.

d. A pitcher who hits two batters in the same inning, or three in a game, must be Removed.

e. The umpire will issue one balk warning per pitcher per inning. If, on the play that the umpire issues a balk warning, a runner is attempting to advance, and if in the judgment of the umpire the runner would have reached the base safely despite the balk, the umpire will not require the runner to return to the base they were on at the start of the play. All other occurrences will result in a balk being called and all base runners shall advance one base.

f. Intentional Walks are NOT permitted. If the umpire believes that a batter has been intentionally walked, he will warn the manager that it is against the rules. If it happens a second time, the manager will be ejected at the discretion of the umpire and the game is subject to forfeit.

6. Fielding

a. Only 9 players are allowed in the field on defense.

b. You Pay, You Play - a minimum of 4 innings in the field per 6 inning game. No player shall sit on the bench in consecutive innings. To the maximum extent possible, all players shall play in the field equally.

c. ONE base on an overthrow out of play.

d. The Infield Fly rule shall be enforced.

**Playing Rules for 13-15U (Pony) & 16-18U (Colt) Divisions**

1. General

a. This division shall follow the NFHS rules for this division except where modified herein.

b. The Home Organization shall schedule two paid umpires, and each team pays half of the total cost. If one umpire shows, one umpire is used. If neither umpire shows, then a

coach from both teams shall be designated as alternating umpires (plate/base) prior to the start of the game.

i. Lake Shore Rule Extension: The Home Team shall notify the Head Umpire of the situation and follow his guidance if applicable.

c. For the spring season, a player's age is his or her age on August 31 of the current year. A player may not be older than the maximum age of each division (15 or 18, respectively).

d. A rostered player shall not also be on a high school JV or Varsity team.

e. A rostered player shall not also be on another Co-op, CHEN, travel, or select team.

f. Teams may not borrow players.

2. Field & Equipment

a. 90-foot bases.

b. The Home Team and/or Organization is responsible for preparing the field for play.

c. The Home Team shall select its dugout before the Visiting Team.

d. The Visiting Team is entitled to use the infield for practice beginning 30 minutes before the scheduled start of the game. The Visiting Team must yield the infield to the home team 15 minutes before the scheduled start of the game.

e. Both teams shall supply one NEW game ball, and one GOOD back-up ball.

f. Bat Regulations for the 13-15U Division:

i. Any bat stamped with USA Bat. See www.usabat.com

ii. Bat may not exceed 34" in length.

iii. Bat barrel may not exceed 2 5/8" in diameter.

iv. All aluminum barrel bats are allowed.

v. All aluminum barrel/composite handle bats are allowed.

vi. Composite barrel bats must be stamped BBCOR .50(-3).

vii. Wood bats conforming to the specification of Official Baseball Rule 1.10 are allowed. (Lake Shore Rule Clarification: Official Baseball Rule 3.02)

g. Bat Regulations for the 16-18U Division:

i. All bats must be BBCOR .50(-3).

ii. Wood bats conforming to the specification of Official Baseball Rule 1.10 are allowed. (Lake Shore Rule Clarification: Official Baseball Rule 3.02)

h. Metal cleats ARE permitted.

i. All male players MUST wear a protective cup when catching, and recommended for all other positions.

3. Game & Innings

a. There will be a short pre-game conference held at home plate between opposing managers and the umpires to discuss these and any other ground rules.

b. A regular game is 7 innings. A shortened game (for time, weather, etc.) if it has

completed 4 innings.

c. No new inning shall start after 2 hours from the start time. A new inning starts when the 3rd out is recorded from the previous inning. When a following game has been scheduled, there may also be a dead stop at 2 hours and 15 minutes from the start time, and if the inning is not completed the score reverts back to the previous inning.

i. Lake Shore Rule Exception: There will be no “drop dead” stop time.

d. A Run Limit of 5 innings for all innings except the last inning, and any extra innings. When the time limit is approaching, a “Last Inning” may be declared if both managers agree before the start of the top of that inning.

e. The game will end if one team is ahead by 10 runs after 5 or more complete innings.

f. Games may end in a tie, if the score is tied after the last complete inning.

4. Batting & Base running

a. All players on the roster will bat continuously. The order must be announced prior to game time, but no later than the pre-game conference.

b. A team may start with 8 players and the ninth spot IS NOT AN OUT. If the ninth player shows up late, that player will be put in the last spot in the lineup. If a player must leave the game for any reason, the team will NOT be charged with an out.

i. Lake Shore Rule Extension: if a player leaves early and misses his scheduled at bat, they will not be eligible to return to the game. However, the team may elect to take an out at their position in order to maintain the player’s eligibility for the game.

c. The Dropped Third Strike rule shall be enforced.

d. Bunting is permitted.

e. Leading off is permitted.

f. Stealing permitted on all bases.

g. Head-first sliding is allowed.

h. A Courtesy Runner for the catcher of record is permitted at any time. The courtesy runner must be the last batted out. The umpire may disallow this substitution if it is not speeding up the game.

i. Lake Shore Rule Extension: A courtesy runner for the pitcher of record is permitted at any time.

i. A player throwing a bat will be issued a warning; a second occurrence will result in the batter being out.

5. Pitching

a. Maximum innings for any one pitcher is 4 innings in one game, and 12 innings in a calendar week.

b. Once a pitcher throws one pitch in an inning, that is considered a full inning.

c. Innings must be consecutive within a game. Once a pitcher has been removed from the mound in a game, or does not come back out to the mound after pitching the Previous inning, they cannot be brought back in to pitch in that same game.

d. A pitcher who hits two batters in the same inning, or three in a game, must be Removed.

e. Balks shall be called. NO warnings.

f. Intentional Walks are permitted.

6. Fielding

a. Only 9 players are allowed in the field on defense.

b. You Pay, You Play - a minimum of 3 innings in the field per game. No player shall sit on the bench for more than 2 consecutive innings. To the maximum extent possible, all players shall play in the field equally.

c. ONE base on an overthrow out of play.

d. The Infield Fly rule shall be enforced.