

Liberty Youth Baseball

Local League Rules 7 & 8 – YEAR OLD LEAGUE

1. Local league rules supersede all other rules. Consult Dixie youth rule Book for rules not listed.
2. Practice time may be for a maximum of one (1) hour and thirty (30) minutes per day and may not exceed (5) five days per week and Wednesdays cannot be made a practice day.
3. Foul language, tobacco, or alcohol will **not** be allowed on the field or in the park.
4. No cell phones allowed on the playing field during a game.
5. All batters will be with a helmet, face guard and chin straps are **not** mandatory.
6. Facemask or catchers helmet will be worn by anyone warming up a pitcher in a squatted position, either during a scheduled practice or during a game.
7. LYBA Board approved manager, coaches and players only in the dugout and on field, failure to comply with this could result in punishment for the Manager of the team as well as forfeiture of games being played.
8. Coaches control yourselves and your parents. This is supposed to be a fun game for children. If a problem arises from coaches or parents that cannot be resolved, stop the game and get a board member.
9. Each manager will have 3 copies of his line-up, one for the scorekeeper, one for the opposing manager, and one for himself.
10. Any player absent at the beginning of the game and is not there by his turn at bat and misses his turn will not be allowed to enter the ball game or dugout.
11. Protest must be made before the next batter to the umpire or they will not be recognized. Protest on an umpire's judgment call will not be accepted.
12. Home team furnishes the scorekeeper. The scorebook is kept at the concession stand.
13. Base coaches may not touch a runner at any time. Umpire must make the call. The penalty is that the runner will be called out.
14. A complete game will be 6 innings or 1 hour and 30 minutes, whichever comes first. A new inning will not start after 90 minutes. There will be a 15 minute extension to finish the current inning if needed. If you cannot complete the inning within the 15 minutes the score reverts back to the previous completed inning.

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15. There is a 7 run rule in effect, this means that you can score 7 runs per inning, and there will be a 15 run rule after 3 innings. Unless the winning team is home then there is a 15 run rule after 2-1/2 innings. An inning will be complete when both teams have acquired 3 offensive outs or scored a maximum of seven runs.
16. Batting order is continuous. All players will bat.
17. All players on the offense must remain in the dugout at all times unless batting, on deck, or base running. All offensive players not in the dugout must wear a batting helmet.
18. Base runners must stay in contact with the base until the ball reaches the plate. Leaving the base too soon will result in the defensive team having the option of keeping or rejecting any part of the play. (THE RUNNER IS NOT OUT)
19. No head first sliding is permitted. Any player that slides into a base head first will automatically be declared out. This shall apply only to a runner attempting to reach the next base and does not apply to a dive or attempt to return to a base.
20. Each team will be allowed a manager and 3 coaches
21. All players will play a minimum of 2 defensive innings per game. Penalty for not doing this will be forfeiture of the game. If the bottom of the 5th inning is not required, it will not count as an inning played. The only reason a player will be excused from play will be due to illness or injury. Absent players must be reported to the other coach before the game.
22. There will be 10 defensive players with no more than 6 players on the infield including the pitcher. The other 4 players will play in the outfield.
23. Infield fly rule is **not** in effect.
24. Catcher will assume position during the game.
25. A team that does not have enough players 15 minutes past game time will be counted as a forfeit. If both teams do not have enough players it will be counted as a double forfeit. You can play with only 8 players. Exception: If the opposing team has enough players to allow for a pool player to avoid a forfeit.
 - a. In the event a team does not have enough players to field a team, pool players will be allowed to play in order to maintain the schedule and lower the possibility of a forfeit.
 - b. A pool player is described as an extra player on the opposing team (over the required 10) that may be placed on the opposite team in order to avoid a forfeit.

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26. Team rosters will consist of a maximum of fourteen (14) players. In the event a team loses a player, the manager is responsible (Mandatory) for contacting the league Vice President and requesting a new player from the eligible player pool (if any). If a player is lost and another player is available then the new player will be assigned to the team by the Vice President. The manager has a maximum of four (4) games after losing a player to pick up a player. If all teams have the same number of players than no new player will be assigned.
27. The league Commissioner will reschedule rainouts. A twenty-four (24) hour notice will be given to each team for the makeup game. If the rain out does not affect the determination of the first place team for any league the league Vice President has the final say as to if the rain out will be rescheduled.
28. All players on a team must play a minimum of six (6) defensive outs every game. If a game is considered a complete game, 4 innings as stated above and a player has not played at least two (2) defensive innings then that team may be subject to protest and possible forfeiture of the game.
29. Stealing bases is not allowed.
30. The base runner must slide at any base other than first base if the defense is attempting to make a tag. The defensive player cannot block the base or the baseline without possession of the ball. Obstructing will be called and the runner will be awarded an extra base.
31. Bunting is **not** allowed.
32. An umpire will call time out when play comes to a natural halt, (approximately 3 seconds) and base runners are not making an attempt to advance. The ball will be returned to the adult pitching only after the umpire has called time.
33. An eight-foot circle will be drawn around the rubber. The pitcher must remain in the circle until the ball is hit (both feet in the circle). Pitcher will wear a helmet with face guard and chin strap buckled.
34. If a batted ball hits the adult pitching, the batter will be awarded a single and will advance to first base. All base runners will advance one base.