

2023 League Rules Lakeshore League Baseball
Approved 1-25-2023

1.1.1 Philosophy: To provide equitable access to developmentally appropriate baseball opportunities in Door and Kewaunee counties. A place to get games at a developmentally appropriate level while providing real baseball-like rules. We feel that all schools deserve the chance to grow their own programs while still keeping baseball strong in our communities.

1.1.2 Age Divisions & Eligibility: The Lakeshore League will consist of three divisions based on the age of the child on May 1st:

- Single A: Ages 7-9
- Double A: Ages 9-11
- Triple A: Ages 10-12

1.1.2.1.2 The deadline to add any player to the roster is prior to the first league game.

Format: Southern Door, Sevastopol, Algoma, and Sturgeon Bay will form their own teams. Any other players from other schools, who wish to participate, may choose to register with any participating district.

1.1.3 Draft: Each district represented will hold their version of a draft prior to teams being made play. Every attempt should be made to divide players evenly based on talent if more than one team can be made.

1.1.4 Rosters: Consist of a minimum of 9 players and a maximum of 17. Team rosters will be submitted to each coach prior to the first night of league play. A player may not play unless they are listed on the roster.

1.1.5 Insurance: Teams are responsible for their own insurance and may want to consider listing all teams in the league.

1.2 GAME PLAY

1.2.1 Official Rules: "National Federation of State High School Rules" will be following with exception to clarifications in this document.

1.2.2 Rules: Games must be played by the rules written in this document. Prior to the start of each season, a representative from each district will meet to review the league rules and may any necessary changes for the upcoming year. Rules will be approved with a majority vote.

1.2.3 Pitching Distances: If teams can't accommodate changing for Triple A, that is okay.

- **Single A**: Grades 1-2 will be 46 feet

- **Double A:** Grades 3-4 will be 46 feet
- **Triple A:** Grades 5-6 will be 50 feet

1.2.4 Base Length: If teams can't accommodate changing for Triple A, that is okay.

- **Single A:** 60-65 feet
- **Double A:** 60-65 feet
- **Triple A:** 60-70 feet if/when possible

1.2.4.1 League Nights: League representatives will determine how many nights are played based on the number of teams in the league. Times will be adjusted based on each team's travel distance and field availability.

- **Single A:** Tuesdays and Thursdays
- **Double A:** Tuesdays and Thursdays
- **Triple A:** Tuesdays and Thursdays

1.2.4.2 Game length:

- **Single A:** Limit 1 hour and 15 minutes, can end in tie. No additional innings.
- **Double A:** Limit 1 hour and 15 minutes, can end in tie. No additional innings.
- **Triple A:** 6 innings or 1 hour and 30-minute limit, extra innings will be played to determine a winner.

Each extra inning will begin with a runner on second base (runner is the last out of the previous inning)

1.2.5 Suspended Game: If a game needs to be suspended prior to three complete innings, the game will need to be rescheduled by the two teams involved. If the teams still play each other a second time, the suspended game will be completed first followed by the regular scheduled game.

1.2.6 Rainouts: Effort should be made to play games as scheduled. However, if there is inclement weather, a decision should be made early enough to notify the visiting team 2 hours prior to the start of the scheduled game. The home team is responsible for making the cancellation, contacting the visiting coach, and calling the umpire.

1.2.7 Run Rule, Outs, Score:

- **Single A:** No run rule. You bat through the order and switch regardless of how many outs.
- **Double A:** No run rule. Play with 3 outs.
- **Triple A:** Run rule. If a team is behind by 15 or more runs after 4 complete innings, or 10 or more after 5 innings, the game will be considered complete. Play with 3 outs.

1.2.8 Games Cancelled Due to Darkness or Rain: If the umpire determines it is unsafe or too dark to play after 5 complete innings or 4 ½ if the home team is winning.

1.2.9 Forfeits: If someone has to forfeit because they don't have a minimum of 8 players to play, the other team gets the win if both teams can't find a date to reschedule the game.

1.2.10 Courtesy Runner: Only applies to Triple A. Mandatory pinch runner for catchers if there are two outs. The last out runs for the catcher.

1.2.11 Leading Off: Not allowed at any level.

1.2.12 Base Running: Players are not allowed to lead off prior to the ball crossing the front of home plate. Players caught leaving early will result in a dead ball and the player will be called out, no warning required. Players in Triple A may attempt to steal once the ball has crossed home plate. Players may take as many bases as they can in Triple A on overthrows as long as the ball is in the field of play. If the ball goes out of play, the runner may take the base they were heading to plus one additional base.

1.2.13 Stealing:

- **Single A**: No stealing.
- **Double A**: Stealing is allowed at all bases but home. Limited to one steal per batter.
- **Triple A**: Stealing is allowed at all bases. No limit on the amount of stealing.

1.2.14 No Advance on Walks: Players may not advance an additional base on a walk as an attempt at a "steal".

1.2.15 **No Advance on Dropped Third Strike**: Applies to Single A and Double A only. Triple A batters can advance to first, if first is unoccupied.

1.2.16 Players Limits in the Field:

- Single A: 10 players in the field with four of them being outfielders. If you have more than 10, the rest can be in the outfield.
- Double A: 10 players with 4 of them being outfielders.
- Triple A: 9 players with 3 of them being outfielders.

1.2.17 Continuous Batting Order: Teams at any level may choose to use a continuous batting order and bat their entire team. If a team uses a continuous batting order, they may freely substitute their players without regard to the reentry rule. If that player has an injury and is unable to play once the game starts, their place in the order is an out.

1.2.18 On Deck Batters: Should warm-up up behind their batter regardless of where the dugout is located.

1.2.19 Bunting:

- **Single A**: Not allowed.
- **Double A**: Allowed.
- Triple A: Allowed. Slash bunting, showing a bunt and then pulling back and swinging, is not allowed. If it happens, the batter is out and any runner trying to advance must go back to their base.

1.2.20 Double First Base: Not required but highly suggested.

1.2.21 Pitching: Pitching rules change per each division.

- **Single A**: Pitching machine or coach pitch will be used for 3 pitches. If not hit after 3 pitches (strikes), they get 1 swing at the tee.

- **Double A:** Player pitch. Pitchers get 2 inning per game. Walks. Coaches are responsible for monitoring when too many walks have occurred. No consecutive walks will be allowed. The second walk will result in coach pitch in which the batter will keep his current count of balls and strikes. The goal is to keep the game moving but also to develop pitchers.
- **Triple A:** Player pitch only. Pitchers get 9 outs per game.

1.2.22 Sliding Rules: There is no mandatory slide rule. Sliding at home is at the discretion of the umpire but is suggested when there is a play at the plate.

1.2.23 Force Play Slide Rule: On a force play, runners must slide directly into the base or run himself out of the play avoiding contact with the field

1.2.24 Runs Per Inning:

- **Single A:** Bat the order one time through and switch.
- **Double A:** If 5 runs are scored in an inning, teams must switch.
- **Triple A:** 10 run cap per inning.

1.3 EQUIPMENT

1.3.1 Spikes: No metal at any level.

1.3.2 Helmets: Must be worn at all times by any offensive player on the field at all times. All batboys/girls must always have a helmet on inside or outside of the dugout.

1.3.3 Baseballs: Two new balls will be provided by the home team at the start of each game. Each team is responsible for purchasing their own.

1.3.4 Bats: No bat restrictions.

1.4 MISCELLANEOUS

1.4.1 Fields: Coaches have the responsibility to end games early due to unsafe conditions. For Triple A, if a game is ended prior to 6 innings, 4 complete innings constitutes a complete game or 3 ½ if the home team is ahead. Each team will designate a field as their home field.

1.4.2 Uniforms: Each school is responsible for outfitting their own team with a shirt and hat. Shirts/jerseys must have a number.

1.4.3 Team Fees: May include uniform, equipment, insurance, and field rental fees and will be determined by each district separately.

1.4.4 Team Registration: Teams will register through the district representative they will play for.

1.4.5 Team Sponsors: Each district may choose to have team sponsors if they wish.

1.4.6 Umpires: Each school establishes their own fees. A suggestion of \$35 plate/\$25 base is recommended.

- **Single A:** Coaches as the umpires on the bases and they will be in the field to help with defense. All unpaid.

- Double A: Home and base umpire supplied by the home team. Base umpire would be a home parent. Plate umpire is paid non-parent.
- Triple A: Home plate umpire and non-parent paid base umpire is required. Base and plate umpire are paid.

1.4.7 League Playoffs: Each division may choose to take part in the end of the year. There is no additional fee. League playoff location will switch on a yearly basis using the following order: Algoma, Sturgeon Bay, Sevastopol, Southern Door, if they have a district represented team in the league. If you choose to skip your year, it goes to the next district listed. Tournament will be held the third weekend of July.

1.4.8 Season Length: Opening day will be the first Tuesday after Memorial Day with play ending after a eight weeks for Single A. Double and Triple A teams will wrap up following League Tournament.

1.4.9 Practice: One night a week should be designated as practice during the season. Teams are highly encouraged throughout the season to continue development of players skills and knowledge of the game. Practices may begin as soon as team rosters are set.

1.4.10 Annual League Meeting: Annual organizational meeting will take place each February/March to discuss and review rule changes, district commitments, and any other league business. All decisions about the league will be decided by the district representatives collectively.

1.4.11 District Commitments: Due each year by March 15th to determine the league schedule.

1.4.12 Registration Starts/Ends: League registration will begin March 1 each year and end March 15.

1.4.13 Warm-Ups: Athletes should arrive no less than 30 minutes prior to the schedule game time to warm up. If the game is the second or third game of the night, warm-ups take place outside of the field of play. No team will have on field warm-ups.

1.4.14 Ejections: Anyone ejected from a game will automatically be unable to play in the next game.

1.4.15 Umpire Fees: Each school determines their own fees.

1.4.16 Courtesy Runner: Use the last out of the previous inning and is used for pitchers and catchers only.

1.4.17 Rainout Policy: The home team coach is responsible for making the call on the game by no later than 1 and a half hours before the scheduled start time.

1.4.18 Tournament Teams: No team is allowed to use a tournament team as their Lakeshore League team unless that is all who registered.

1.4.19 Code of Conduct: As a participant of the league, you must automatically adhere to the Lakeshore League Code of Conduct. Each player will be given a copy the first night of practice. It is the responsibility of the coach to carry out the consequence if an athlete has a violation. Failure to do so and the athlete will not participate until the consequence is served.