

2016 Land O' Leagues - Recreational Leagues
RAINDROPS (5th-6th Grades), PUDDLES (7th-8th Grades), &
BROOKS (9th -11th Grades) BASEBALL RULES & REGULATIONS

The League Office is located at the Waukesha YMCA, 320 E. Broadway, Waukesha, WI, 53186. The YMCA's contact number is 262-409-2969; email jclemins@gwcymca.org; FAX is 262-542-1178. L.O.L. Website: <http://ballcharts.com/LandOLEagues>

PROGRAM OBJECTIVES

The primary purpose of the L.O.L. program is to offer youth an educational experience in a healthy competitive setting. The emphasis of this program, under the supervision of the Waukesha Y, shall be participation, character development, good sportsmanship, instruction and enjoyment.

1 – PROGRAM ADMINISTRATION

- A. The league office shall be the Waukesha YMCA. Supervision of league operations in the name of the L.O.L. Commission shall be the Youth Sports Director.
- B. The L.O.L. Commission shall consist of at least three league representatives, including one umpire. The Youth Sports Director shall also serve on the Commission (a total of four members).
- C. The Commission shall have the authority to rule on protests, make rule changes, adopt rules and make final determination on suspensions.
- D. In protests or hearings; the officials, players, or coaches directly involved shall have the right to appear and produce witnesses and to have a statement entered in the record.
- E. L.O.L. Commission decisions will be made with an agreement consisting of three L.O.L Commission members. L.O.L. Commission decisions shall be final and conclusive and shall not be subject to appeal.
- F. No group or sponsor may practice discrimination because of race, sex, color, or national origin.

2 – TEAM REGISTRATION

- A. A team's registration form and fee must be in the League Office by 5:00 p.m. on the deadline date, as determined by the L.O.L Commission. **ALL team fees are due with the registration forms – NO EXCEPTIONS. A \$180 administration charge will be kept for teams dropping from the league prior to the schedule's completion. NO REFUNDS will be given to any teams after the league schedules are complete.**
- B. Team rosters, completely filled out, are due in the League Office by 5:00 p.m. by June 1st. Failure to comply results in forfeiture of that and all subsequent games until the rosters are filed with the league.
- C. Team managers and players are considered to be under the jurisdiction of the sponsor.
- D. There will be no limit to the number of teams accepted by the league.
- E. Team rosters must have a minimum of 12 registered players to prevent forfeits. Teams with less than 12 may enter but must receive approval from the L.O.L Commission. There is no maximum limit. Team rosters freeze on Friday, June 10, 2016 at 5:00 p.m. Roster changes are to be submitted to the League Office and approved by the commission.
- F. Teams must provide a home diamond to play on and this diamond must be located within the geographical boundaries in which the players reside. Exceptions to this must be cleared with the L.O.L.
- G. Open registration must be held in each community, and the opportunity for all interested eligible players to play must be advertised and made known to the community's residents. Teams, who conduct try-outs, select their players, or who already have a local recreational league for that age group must be placed in the "select" division. This may be appealed to the Commission and exceptions may be made on a probationary basis.

3 – PLAYER REGISTRATION

- A. The team administrator is responsible for providing a report card verifying a player's grade. If an issue arises regarding the grade of a player, appropriate paperwork needs to be provided to the League Office within 48 hours.
- B. Players must register with the local community in which they are playing for.
- C. Two players may be registered with the league office prior to June 10, 2016 when rosters freeze. After that date no further players may be added. Registration must be prior to game time.

4 – PLAYER ELIGIBILITY

- A. L.O.L RAINDROPS: 5th-6th grade
L.O.L PUDDLES: 7th-8th grade
L.O.L BROOKS: 9th-11th grade
- B. Players must play with a team in their proper grade bracket unless their manager specifically consents to a move to an older age division.
- C. **Residency Restrictions:** First, a player must first play with his/her own community team. If there is not a community team a player must then play with a team in his/her school district. If no team exists in his/her own community or school district a player must play in a bordering community.
- D. A player may play with any team from another community with written releases from the administrator.
- E. All releases must be approved by the Commission.
- F. Summer and new residents moving to the area residents are eligible providing they are registered with a team on or before June 10, 2016.
- G. A person playing with a Land O' Lakes, Semi-Pro, or an American Legion team prior to or during the current season becomes ineligible for the L.O.L program for the current season. Players playing high school summer baseball are ineligible to register or play concurrently with an L.O.L. team. Players playing high school spring baseball are eligible to play in the LOL. Penalty: Forfeiture of games and possible suspension.
- H. Players cut or who quit their High School team playing in a W.I.A.A. program are eligible to play in the L.O.L. program as long as they register prior to June 10, 2016.
- I. A player in the L.O.L. may only play on **ONE** team throughout the season. Players may not play on multiple L.O.L. teams or for any other team in any other league. Teams are not allowed to have any member of another team on their roster (only players on the roster are allowed to play). **Penalty: Forfeiture of game.**

5 – PLAYER TRANSFERS

- A. A player proving just cause to the L.O.L. Commission may be granted release.
- B. Once a player has registered with a team, said player must not register nor play with any other team until a written release has been signed by the original manager and approved by the League Office.
- C. Players living in communities which have more than one team in the league may transfer players between these teams on or before June 10, 2016 providing managers sign releases.

6 – MANAGERS & COACHES

- A. The manager on record in the Land O' Leagues must be eighteen years of age or older. **Managers are solely responsible for the conduct of their team whether they are at the game or not.**
- B. At the start of the game, the coach and assistant coach (if present) from each team shall identify themselves to the Umpire(s). Only these two individuals shall be permitted on the playing field during the course of the game.
- C. Adults may coach in both coaching boxes. If a player is in the coaching box, he must wear a head protector.

8 – Game Procedures

- A. National Federation High School playing rules shall govern games with the exceptions outlined in these League Rules & Regulations. One copy of the current NFHS rule book will be provided to each team registered in the L.O.L. program.
- B. There shall be no admission charged or donations sought for regularly scheduled league games.
- C. Before the start of each game, the home manager shall explain the special ground rules and curfew regulations (if any) to the other manager and umpires. The Umpire-In-Chief shall settle any disputed ground rules and shall have the authority to change ground rules prior to game time.
- D. Home teams are expected to complete their practice first so that the diamond is available to the visiting team at least fifteen minutes prior to the game time. This issue should be reported to the league office.
- E. Courtesy runners are optional. Any player is eligible to serve as courtesy a runner. If a courtesy runner is used whose turn at bat comes up, an automatic out will be recorded for that at bat.
- F. Once the umpire arrives on the field he/she will have sole authority to determine if a game is to be suspended because of rain, darkness, or other conditions.
- G. When a game is not completed (less than 4 ½ or 5 innings), it shall be rescheduled immediately with the game starting at the point of interruption.
- H. In all Raindrops and Puddles Leagues, a 12-run rule will be in effect anytime after five innings. In the Brooks League, a 10-run rule will apply after five innings. Innings must be completed if the home team is behind.
- I. Games will be seven innings in length and no new inning will be started after two hours and fifteen minutes. Tie games will continue beyond seven innings until the time limit has been reached. When fields have games scheduled where there will be back to back games there will be a 2 hour time limit.
- J. All games will begin at 6:00 p.m. unless otherwise stated on the schedule. Beginning July 1 all weekday games will begin at 5:45 p.m. and Sunday evening games at 5:30 p.m.
- K. If a batter shows bunt before a pitch he/she must bunt or pull back and take the pitch. No swinging is allowed if a batter is showing bunt. If a player swings after showing bunt that player will be called out.
- L. In the Raindrops league only, there will be no stealing of second base.
- M. **Pitching Limitations:** Raindrops three innings per game. Puddles and Brooks five innings per game. One pitch constitutes an inning.
- N. Balks will be called at all age levels. At the Raindrops level, one warning per pitcher will be issued before penalties are enforced.
- O. A runner must slide at home plate on close plays to minimize collisions or the runner will be called out. The runner's feet must stay below the catcher's knees on the slide. If the runner does not slide feet first, and there is any contact at all, she will be called out.
- P. Headfirst slides are not permitted and base runners will be called out if they slide headfirst into any base.
- Q. Teams may choose to bat their entire lineup and if so, free substitution will be in effect. If a team chooses this option and a player is lost for any reason, including injury, an out will be recorded the first time that player would have come to bat. After that player comes to bat, the lineup is then closed up and no further outs need to be recorded for that player. That player is ineligible to return to the game in any capacity. The decision to bat all players must be made prior to the game. The umpire and opposing coach need to be informed at the pregame meeting.
- R. Once a pitcher pitches and is taken out of the game defensively, he may not re-enter the game again as a pitcher. The only time a pitcher who is removed from pitching can pitch again is if he is placed in another defensive position on the field. (i.e.: if a pitcher pitches two innings and then is moved to left field for two innings, he may come back in and pitch again).

9 - SCORE AND SCORING REPORTS

- A. The official score sheet will be filled out by the home team. The Umpire-In-Chief will decide on any dispute on scoring and shall check with the scorer each half inning to verify the score.
- B. Immediately following the game the umpire must sign the score sheet. The **winning coach**, or the home coach if the game is tied, is responsible for turning the game sheet into the league office.
- C. Game sheets must be in the league office within one week (7 days) of completed game or 48 hours if during the final week of the season. **Penalty: Game will be recorded as double forfeit.**

10 – POSTPONEMENTS AND RESCHEDULING GAMES

- A. All games must be played according to the league schedule. Exceptions may be granted by the League Office only, and must be done prior to May 22, 2016 at 5:00 p.m. **Each team is allowed 3 requests to reschedule prior to the deadline date. Both coaches must have agreed to the re-scheduled date prior to the deadline or the request becomes null and void. No exceptions. The league office must have email documentation from both coaches that a change as been agreed upon or it will not be changed.**
- B. If the game is to be postponed because of field conditions, the home manager shall notify the visiting team manager, the umpire(s), and the league office immediately with an email and phone call. **No game shall be called off more than three hours before the scheduled game time.**
- C. When a game is postponed, the two managers shall set a mutually agreed date for the make-up and both managers must notify the league office of the date. Teams have one week to reschedule games.
- D. Managers must call and email the assigned umpire(s) when a game is cancelled or if there are any changes to the scheduled game. If they cannot reach the umpire, they should call/email the league office and inform them that the umpire cannot be reached. **If any manager fails to call/email the league umpire(s), that team will be responsible to pay the umpire fee in full.**
- E. If games are cancelled due to inclement weather, the home team manager should call/email the league office to report it immediately. To ensure rainout games are replayed, coaches will have **ONE WEEK** to determine a make-up date for the game. Both coaches must confirm with the league office or a double forfeit will be issued. Any team not able to provide a home field forfeits the right to the home field and must play on the opponent's diamond. Games rained out the final week of the season must be made up within 48 hours of the final division game.

11 – LEAGUE CHAMPOINSHIP & AWARDS

- A. Only one team from each division in all leagues will qualify as Division Champion. Tie breakers for the league championship are as followed: 1) Head to Head 2) Least Runs Allowed 3) Most Runs Scored 4) Coin Flip. These stats will be from the head to head games.
- B. Only teams that complete a minimum of 9 games in their division will be eligible to win that division.
- C. Divisional Champions will receive up to 15 individual trophies. Arrangements for additional trophies can be made through the league office at the cost of the team or sponsor.

12 – PROTESTS

- A. **Protests on an umpire's judgment of play will not be accepted.**
- B. Protests on interpretation or violation of rules are accepted, but only if the correct protest procedure is followed. Protests in which the proper procedure is not followed will be automatically denied.
- C. **The protesting party must state to the Umpire-In-Chief that they are protesting the game at the time of the play and before the next pitch after such play, or before the umpire leaves the field if the play in question is the last play of the game.** The umpire shall then inform the coach of the opposing team and the official scorekeeper. The scorekeeper must in turn indicate that the game is under protest on the official game sheet signed by the umpire. A detailed written email by the protesting team outlining the events must then be submitted to in the league office within 24 hours of the incident.

All protests must be accompanied by a protest fee of \$30.00. The protesting team shall provide a copy of the official score sheet along with any supporting data at the time the protest is submitted. All protests shall be ruled upon by the L.O.L. Commission within a week. The protesting team may request a formal hearing of the L.O.L. Commission to present its case provided the request accompanies the protest fee and all required documentation. The Youth Sports Director will determine whether or not a formal hearing is warranted. All L.O.L. Commission rulings will be emailed the day following the decision. All rulings are final and are not subject to appeal. If the protest is upheld, the \$30 will be returned.

- D. Protests on player eligibility by team managers must be filed within 48 hours of the game being played. The protesting party then has 24 hours in which to furnish the burden of proof. Eligibility protests do not require a deposit. Protests which are upheld will result in forfeiture of the game and the manager and player(s) involved will be subject to suspension from the L.O.L program.

13 – FORFEITS

- A. A team has a 15-minute grace period from game time in which to appear and field nine players. The Umpire will determine the official time. When starting a game late, the time already expired is included in the time limit. If an umpire is not in attendance, the home team shall determine the official time.
- B. When a team fails to appear by the required time, the game will be a forfeit. A game sheet must be completed and filed with the league office, indicating the 7-0 forfeit score.
- C. It is recommended that an attempt be made to play all games by loaning duly registered players. In all such games, the score should be corrected to the 7-0 forfeit score. Umpires are required to work a “practice” game so the teams can still play.
- D. The L.O.L Commission will have forfeit jurisdiction in cases where missing rosters or unregistered players are detected.

14 – CONDUCT & DISCIPLINARY ACTION

- A. Participation in the league is a privilege that may be denied or suspended for just cause. By the act of participating in the L.O.L. program, all sponsors, teams, players, managers, parents, and coaches acknowledge that they will abide by the league rules and regulations as a condition of this privilege.
- B. Players are responsible for their actions before, during and after league games. The head coach is responsible for the conduct for their players and spectators before during and after league games.
- C. Ejections of players and/or coaches due to unsportsmanlike conduct will be handled in the following manner: The first ejection will result in a one game suspension, the second offense will result in a three game suspension, the third offense will result in expulsion from league and the player and team coach must appeal to the L.O.L Commission to be reinstated for the following season. Players at all levels are required to have their parents or guardians attend the reinstatement hearing. Ejections must be noted on the score sheet and reported to the league office.
- D. Participants who have physical contact, or threaten a game official, coach, or other players may be suspended indefinitely from the date of offense by the L.O.L Commission.
- E. Failure of participants or spectators who have been ejected by game officials to leave the playing field or premises shall result in immediate forfeiture of the game.
- F. Use of ineligible, unregistered, or suspended player will automatically result in the offending team forfeiting the game on which the protest was filed. The participant in question, as well as the team’s head coach, may also be subject to suspension for a period ranging from one game to the remainder of the season. Suspension period is determined by L.O.L. Commission.
- G. Complaints made against a team member or regarding the sportsmanship of a team will encounter a warning on the first complaint, a one game suspension on the second complaint and a forfeiture of the ENTIRE league on the third complaint, or participant ejection of the league if pertaining to one person. All complaints made will be followed through with umpire comments and if necessary, spectator comments.

15 – EQUIPMENT

- A. APPROVED BALLS: First or second tier balls of a major manufactures are allowed in the L.O.L. program. <http://www.nfhs.org/AuthenticationMark/AuthenticationMark.aspx/>
- B. The home team must furnish the umpire with two new balls at the start of the game and have sufficient supply in reserve that are acceptable to the Umpire-In-Chief. Failure by the home team to supply sufficient balls in suitable condition shall result in forfeiture.
- C. Baseball uniforms are required and must have numbers.
- D. Only molded rubber spikes are allowed in all leagues (NO Metal Spikes) except the Brooks League (although molded is preferred).
- E. All helmets must be equipped with Facemasks or a C Flap Faceguard at the Raindrops level.
- F. All catchers' helmets shall have full ear protection (duel ear flap) and a throat protector that adequately covers the throat.
- G. All **Youth league and Senior league bats** with a maximum barrel diameter of 2 5/8 or less **will** be legal. Any **Adult league bat (2 5/8 barrel diameter or less)**, defined as any bat with a -3 Weight to Length differential (not weight numerically, more than three ounces less than the length of the bat), will follow the NFHS guidelines. These bats **must** have a BBCOR logo imprinted on it which should read "BBCOR .50". Here is a link to the NFHS APPROVED composite bats: <http://www.mme.wsu-ssl.org/certifiedbaseballbats.aspx>

16 – BASEBALL FIELDS

*** No field will be accepted into this program unless minimum requirements are met***

- A.

League	Pitching Distance	Base Distance	Minimum Fence Distance
Raindrops	50'	70'	200'
Puddles	55'	80'	250'
Brooks	60'6''	90'	250' & 350'
- B. In Brooks, an elevated pitching mound must be used as stated in Rule 1-6 of the NFHS.
- C. All pitchers' rubbers located in front of the pitcher shall be removed for that particular game. Games will be forfeited if mounds in front of the pitchers are not removed.
- D. All bases must be fastened down and secure.
- E. The DOUBLE FIRST BASE IS MANDATORY for all levels. The base is considered one giant base, accessible to both the fielder and runner.
- F. Home teams are responsible for making a suitable, properly marked, and safe field available for league games. **FIELDS MUST BE LINED AT LEAST TO FIRST AND THIRD BASES.** Batter's boxes are not required but are highly recommended. Home or visiting team managers who have a question as to the suitability of a field may request an inspection by the League Office. The League Office shall have the right to transfer games from unsuitable fields. The Umpire-In-Chief shall have the authority to order a game postponed when unsuitable conditions exist on a field. Teams will have one warning; the second occurrence will result in a forfeit.

***Raindrops “Recreational” Division Rule ONLY “NO STEALING
SECOND BASE”***

A pitch is officially completed when the catcher is in possession of the ball in either his glove or bare hand. It is at that point that the following situations are judged:

1. Runner on first takes a leadoff. After the pitch is completed, the runner must immediately head back to first base. If the runner hesitates in an attempt to draw a throw or is still headed for second base, the umpire will immediately call the runner out.
2. Runner on first takes a leadoff. After the pitch is completed, the runner is returning to first but the catcher tries to pick the runner off. The runner may either return to first or head for second base. This is not considered a steal.
3. Runner on first takes a leadoff. The pitch goes past the catcher, bounces off the catcher and is laying on the ground, or catcher drops pitch and it lays on the ground immediately in front of him. This is either an error or a wild pitch and runner may go to second base.
4. Runners on first and second base with less than two outs. Both runners attempt to double steal. The catcher makes a throw to third base. Umpire will wait until the play is completed and then declare the second runner out.
5. Same situation as #4, but the throw goes into the outfield and both runners score. Umpire will wait until play is completed and then declare the second runner out.
6. Same situation as #4 but with two outs. The plate umpire should immediately move into the infield and call the second runner out to avoid any further action or injury as a result of the first runner sliding.
7. Same situation as #6 with any number of outs, but only the first runner attempts to steal 3rd while the second runner on first stands on the bag or is returning to the base. Second runner may now attempt to advance on the overthrow at third at his/her own risk
8. Same situation as #7 but ball goes out of play somewhere down the baseline. First runner will score and second runner gets third.
9. Same situation as #7 but the catcher drops the ball in his attempt to throw runner out at third. When the ball hits the ground, the second runner may now advance to second because this will be a charged error.
10. Runner on first takes a leadoff. The pitch bounces in the dirt but is clearly caught and controlled by the catcher. That signifies a completed pitch and both situations #1 ad #2 apply.
11. When a player is walked and there is no error made by the catcher, the batter issued a walk cannot steal second base.
12. When there is a dropped third strike and the batter runs to first base, he is allowed to continue on and steal second base because an error was made by the catcher.