

2023 League Sports, LLC Baseball League Rules



Dear Team,

Thank you for choosing League Sports LLC as your Spring League destination. We are certain that you'll enjoy this league, as we will do everything we can to help!

Please take some time to review the following information. We recommend holding a team meeting, so all participants are fully informed of the rules, policies, and general information.

Whether this is your first league, or one of many, we wish you a memorable spring of baseball and family.

Sincerely,

Michael Morris

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League Sports Baseball League Directors

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GENERAL RULES

The Official Michigan High School Rule Book will serve as the playing rules for League Sports Travel Baseball League, except for age and league specific modifications stated in the League Sports Rules.

Age Requirement

May 1, 2023, will be the designated date to determine player's age group. Rosters must be submitted prior to the start of season.

Insurance & Waivers

All teams will provide proof of insurance along with a coach's waiver, and parent waivers uploaded to the TeamSnap site or e-mailed to leaguesports@yahoo.com

Background Check

As part of their team insurance, head coaches must submit to a background check. League Sports recommends that teams conduct background checks of all coaches and team personnel to protect the children in these organizations. Parents are encouraged to likewise check and satisfy themselves that the integrity and fitness of their children's coaching staffs are up to their own standards and requirements.

SPORTSMANSHIP AND PROPER CONDUCT

All players, coaches, managers, umpires, parents, relatives, and any other visitors are expected to show good sportsmanship. ANY PERSON, IN THE OPINION OF THE UMPIRE(S), NOT ACTING IN THE BEST INTERESTS OF THE LEAGUE SPORTS TRAVEL LEAGUE WILL BE REQUESTED TO LEAVE THE PLAYING AREA. Failure to comply with the umpire's ruling may result in forfeiture of the game by the team involved. The umpire and both managers shall make a full written report of any such incident available to the League Sports Director within 24 hours of the conclusion of the game. Further disciplinary actions may be taken.

Any player or coach ejected from a game must sit out that game and the day of next scheduled game. If the next day is scheduled as a (DH) double header the ejected player or coach will sit out both games that day. If a player or coach is ejected in game one of a (DH) double header, then they will sit that game and the second game of the (DH) double header, and the next scheduled day that a game or games are scheduled.

Only uniformed players, managers, coaches and umpires are permitted on the playing field. No more than 3 coaches and a score keeper will be permitted on the bench.

The manager will be the one to attend ground rules. **Do not send an assistant coach for ground rules.** The person taking ground rules will be considered the manager of that team for the game being played. If there is a rules question during the game the manager must request time and permission to approach the umpire who made the call. Umpires will not discuss calls made with assistant coaches.

Bench conduct will be a point of emphasis in our league. It is expected that managers have their benches follow good sportsmanship at all times. Teams can cheer and encourage their team, but at no time will derogatory remarks or gestures on the bench be tolerated.

Protesting a Call on the Field

Judgement calls may not be protested. If a rule is being protested the protest must take place before another pitch is thrown and the protest will be recorded. If the team that filed, the protest lost the game and wishes to continue to protest then a written explanation of the protest will be made and submitted by e-mail no later than 24 hrs. after game completion. If the protest is upheld, then the game will be continued from the time of the protest. Again, umpire judgment calls remain the judgment of the umpire on the field. These will not be overturned. Protests on a specific play must be made before another pitch is delivered.

UNIFORMS AND EQUIPMENT

All players must be in full uniform, including caps, for each game, otherwise they cannot play. A full uniform should include baseball pants, team shirt and hat. It is expected that managers and coaches look like part of the team, and clearly identifiable as part of the team they represent. Jeans, cut-offs, workout shorts, sweat pants, flip-flops or other attire that could be deemed inappropriate are not allowed. Managers and coaches represent our league just as the players do and should dress appropriately.

For the 12 and under leagues, players may not wear metal cleats

Catchers are required to wear all protective equipment while catching per current National and Michigan High School rules. A catcher's mask must be worn by the catcher, or any other player designated to warm up the pitcher on or off the field. All batters and base runners must wear batting helmets in accordance with Michigan's High School Rules. The umpire(s) shall not allow a player to enter the batter's box without a helmet.

It is recommended that all players wear protective cups.

Bat Rules

The following bat weight-to-length ratios are in effect:

16U - 3 (Same as High School rules)

Violations of the bat weight/length rule will follow the high school rules for illegal equipment, and will result in an "out" for the player and ejection of the manager for that game and the next scheduled game.

In the 12u and 10u Leagues wood or non-wood bats may be used and must not be larger in diameter than 2-3/4 inches. All bats must follow USSSA guidelines for differentials between bat length and weight. All non-wood bats must have a certification of 1.15 BPF (Bat Performance Factor) or less.

Rain or bad field Conditions

The owner or supervising party of the field or venue may cancel a game due to weather or other reasons the supervising party deems reasonable. Once a Manager is aware that a game will not be played they need to contact the League Sports Director at 248-990-2327 and the host coach shall contact the opposing coach. League Sports will take care of contacting the umpires. Once the umpires arrive at the field they have the ability to call any game that they feel is unsafe for play. If the Umpires show up and ground rules are covered, then umpires receive full pay for the game. To count as a complete game at 16u division 5 innings must have been completed or 4 ½ with home team winning. At 12u and 10u divisions 4 innings must be completed or 3 1/2 if home team is winning to constitute a complete game. If a game is not completed with enough innings due to rain or darkness then the games will be played from that point and picked up on an agreed upon date by both coaches.

Time Limits & Game Length

All Leagues have a 2-hour time limit. No new inning may start after 2 hours.

7 (seven) innings shall constitute a game with the exception of the 10U division, where 6 (six) innings shall constitute a game. Extra innings will be played to break ties if the time limit has not been reached. If the time limit has been reached no new inning shall start and if tied the game will end in a tie.

Pitching Distance & Base Length

Age	Dimensions
10u	46' pitching mound 65' bases
12u	50' pitching mound 70' bases
15/16u	60'6 Pitching mound 90' bases

Pitching Limits

For the 2023 season, Leagues Sports will follow AABC guidelines for pitch counts in the 10U and 12U divisions. These are as follows:

Daily Max Pitches in a Game

Age	Required Days Rest (Per Number of Pitches Thrown)					Max Pitches
	0 Days	1 Days	2 Days	3 Days	4 Days	
10u	1-20	21-35	36-50	51-65	65+	75
12u	1-20	21-35	36-50	51-65	65+	85
16u	1-25	26-50	51-75	75-105		105

The purpose of these rules is to protect players' arms from injury due to overuse, as the health, safety and proper development of players is of utmost concern to League Sports.

No pitcher may throw 3 consecutive days. Each team's manager is responsible to have someone keeping track of pitch counts.

A Pitching Record form must be kept by each team and presented to the opposing team's manager prior to each game (if a double header with same team, it must be presented prior to first game only).

In the event that there is an illegal pitcher, the player will be removed from the position upon discovery of the infraction and the last pitch will be counted as a ball. Managers are responsible for maintaining proper pitching records. If a pitcher reaches the max pitches while facing a batter they may finish pitching to that batter, then they will be removed from the game. Pitches thrown in a game declared "no contest" are charged to the pitcher for that week.

Balk Rule

The Balk Rule shall be in effect for all divisions. EXCEPTION: In the 10U division each pitcher will receive 1 warning per game before the violation is called.

Mercy Rules

15 runs after 3 innings (home team bats if behind), 10 runs after 5 innings (home team bats if behind).

Sliding

Malicious contact at any base is forbidden (umpire's discretion). Base runner must slide or avoid contact.

Courtesy Runner

For pitcher or catcher may be used - must be a player not in the current batting line-up. If no players are left and you want to use a courtesy runner then you must use the player committing the last out.

Batting Order

A game may start with 8 players and if a 9th player arrives, they may be inserted into that 9th spot in lineup. If a team starts game with 8 players, the 9th spot will not be considered an out. However, once the first hitter bats a second time a 9th player may not be added. If a team has 7 or less players at game time it will be considered a forfeit.

If a team is batting 9 players and a player is ejected and the team has available bench players they may enter an available player into that players spot in the lineup. If they do not have any available players then when that players spot in batting lineup comes up it will be an automatic out.

If a player has to leave the game due to injury that players spot will be skipped in the lineup if the team has no subs available to enter.

Up to three extra hitters are optional but must be declared to the opposing coach before the start of the game. The extra hitter may enter the game to play the field but must remain in the same spot in the batting order. (EH or EH's may be rotated as any other position). The starting player and replacement player rules apply to the extra hitter as well. If a team is down to nine players and has started the game with an extra hitter they will receive an out when the extra hitter is supposed to bat. By adding the three (3) extra hitter rule this will give teams the option of batting up to 12 players.

Pitching Rules

A pitcher cannot be removed from the game defensively then go back on the mound. If a pitcher is removed from his position when his team is no longer on defense then he may be put back on the mound. Example 1: Pitcher A pitches 1 inning. His team comes in to bat. Next inning Pitcher B is now pitching. Pitcher A is eligible to go back on the mound. Example 2: Pitcher A is having a hard time. Coach comes in and removes him from the mound. Pitcher A is not eligible to pitch again in this game.

Payment of Umpires

Teams shall be responsible for payment of one (1) umpire each **(cash only)**, prior to the start of each game. **For our 8U-10U league, it was decided at the meeting that the 10U league is ok with one umpire. The one umpire will get \$80 with each coach paying the umpire \$40.** For 2023, umpire fees are \$65 per umpire in 12U-16U division. In the event that only one (1) umpire is available to officiate a game, each team shall pay half of the umpire's fee of \$80 (all divisions). For payment of umpires for Continuation/Suspended games, each team shall be responsible for payment of one (1) umpire, with each umpire's fee determined in the following increments: 1st inning - \$25, additional 2nd or 3rd innings - \$15 per inning.

NOTE: Continuation games MUST BE PART OF A SCHEDULED GAME, and played immediately before or afterwards. Any Continuation game scheduled as a single standalone game will utilize regular/full umpires game fees.

Safety Guidelines

1. Players may not wear watches, rings, pins or other jewelry. Bracelets and necklaces that have detachable safety closures are allowed. Coaches and Umpires are reminded to enforce this policy prior to the start of the game.
2. No player may wear a cast made of plaster or other material during the game.
3. All catchers must wear the proper catcher's equipment including throat guards and protective cups for males.
4. Only one player shall be ON DECK BATTER at any time and be positioned AWAY from the field of play. On deck batters shall be aware of their surroundings, teammates and spectators when swinging the bat.
5. Helmets must be worn by batters, base runners, on deck batters and any players acting as base coaches at all times. **No exceptions.**
6. Catchers masks must be worn by any player regardless of age when warming up a pitcher on the field or sideline. A third player must wear a helmet when guarding the pitcher while warming up on the sideline / bullpen.
7. The managers of both teams and the home plate umpire are responsible for field safety.
8. **Concussions – League Sports, LLC has implemented the National Federation of State High School Associations (NFHS) protocol.** “Any athlete who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the contest and shall not return to play until cleared by an appropriate health care professional in writing.” The umpires in charge of the game SHALL report the Team Name, Player Name and Jersey Number to the League Director of any player removed from a game for possible concussion. Any player that is cleared by a health care professional (no concussion) can play the next day of the tournament. Any player that does have a concussion will not be allowed to play the rest of the tournament. The language above, which appears in all NFHS Sports rule books, reflects a strengthening of rules regarding the safety of athletes suspected of having a concussion. This language reflects an increasing focus on safety and acknowledges that the vast majority of concussions do not involve a loss of consciousness.