

Leander Youth Baseball and Softball Alliance
Operating Policies and Procedures – Baseball



Updated as of November 2025.

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BASEBALL STRUCTURE AND RULES

Our LYBSA baseball league comprises the following divisions:

- 4u Wee-Ball
- 6u Tee-Ball
- 6u Modified Coach Pitch
- 8u - National & American
- 10u - National & American
- 12u
- 14u
- 16u (Fall Only)

Having these divisions provides our players with the opportunity to play and compete at a skill level that helps them develop their talents and confidence to become a more successful player.

At registration/tryouts, parents can select which league their player will be trying out for- either the National or American.

National Division

The National Division is for teams who intend to play in a more competitive setting, who exhibit above-average skills, and/or have more experience. Head coaches can freely save or select up to the max players on a roster (12 for 8u, 11 for 10u, 11 for 12u, 11 for 14u, and 11 for 16u) with a minimum of 7.

American Division

This division consists of recreational players and players new to the game or age division. Head coaches can freely save or select up to 8 players with a minimum of 4.

Note for Head Coaches: Please see the "American/National Differences" PDF under the Downloads section on TeamSideline to determine which division your team best fits.

Players not saved to a team will attend a skills assessment and be drafted onto a team.

While all registered players make a team, each season there are some modifications to team classifications based on the number of players enrolled in each league.

Should there not be enough teams signed up in the American Division, then the division will play by National rules. The LYBSA board, at its discretion, may increase or decrease the number of teams for each division based on registration numbers and coach applications.

Post-season play for selected players will be the Centex All-Stars Series during the month of June.

*There is an additional cost to play in All-Stars outside of the regular season

*Athletes interested in playing in All Stars may not compete in a sanctioned tournament during the time period of March 1st – June 30th of the given year (per CenTex Rules).

LEAGUE AGE STRUCTURE

LEAGUE	BIRTH DATE	DIVISION	DIVISION
4u Wee-Ball	3 to 4 YR as of April 30 th 2026	N/A	N/A
6u Tee-Ball	5 to 6 YR as of April 30 th 2026	N/A	N/A
6u Modified Coach Pitch	5 to 6 YR as of April 30 th 2026	N/A	N/A
8u Coach Pitch	7 to 8 YR as of April 30 th 2026	American	National
10u	9 to 10 YR as of April 30 th 2026	American	National
12u	11 to 12 YR as of April 30 th 2026	N/A	National
14u	13 to 14 YR as of April 30 th 2026	N/A	National
16u	15 to 16 YR as of April 30 th 2026		

The dates reflect a "school" year; a fall + spring = eligibility year. Fall is deemed developmental, and players will move up at that time, then remain in said division for the following spring season.

- **Players may not play outside their designated age group.**
- **Parents can email bgreene@leandertx.gov and request an appeal to move up through tryouts. There are two factors for approval:**
 - 1. Parent Approval: A written email stating they feel their athlete can compete safely and they would like them to play up.**
 - 2. Previous Head Coach Approval: A written email stating there would be no safety concerns and the athlete can safely compete at the next level.**
- **Players may not play down for their age.**
- **Birth Certificates are required for all players for 6u Modified Coach Pitch and above.**

COACHES

Head coaches are selected through an application process and approved by the LYBSA Board and Advisory Team. All coaches (Head and Assistants) must pass a background check—qualifications are listed on coaching applications and team info sheets. Paid coaches are not permitted and, if discovered, face disciplinary actions.

A non-parent manager may submit a request in writing to the President of the league when applying to manage a team. The LYBSA Board & Advisory Team will review all requests and may schedule an in-person interview.

Head coaches are selected based on the following in no particular order: the number of registered players returning to their team for the current season, their reputation and behavior within and outside of the league, their baseball knowledge, as well as their ability to teach the fundamentals of the game.

Head coaches may only coach one team per age division and cannot be an assistant coach within the same age division.

By definition, Head Coaches are responsible for: Plate meetings prior to game time, protesting of calls that are warranted, and signing the scorecard at the end of the game. If a head coach is unable

to be in attendance at the start of the game, or at all for the game: The Assistant Coach who is deemed head coach for the time must communicate as such with the umpire.*

Coaches are responsible for the behavior of their players, assistant coaches and parents and fans. They must make every effort to assist our umpires in trying to resolve any issues with sportsmanship or disturbing the spirit of the game.

TEAM SELECTION

Player Protections

Coaches are allowed to protect the following number of players (refer to the chart below).

Player Protection forms will be sent to approved coaches with a deadline to fill out player saves for their team. Forms turned in after the start of tryouts will not be accepted.

All players must be registered with the league (for insurance purposes).

Parents have a choice to remain on the same team or enter the draft and be chosen on a new team. To save players, the head coach must list the player on the save form, and parent must list the coach’s name at time of registration for the player to remain on the previous team. If one of these things do not happen, then the player is listed as “free” and the player can either enter the draft, or potentially be picked up by another team. To be picked up by another team, the same two things must happen: Coach lists player and parent registers listing the coach’s name.

Sibling rule: If a coach is protecting one sibling (Example: twin or older brother) the siblings also playing in that same division must also be protected by the coach. Unless specified by the parents for them not to play on the same team.

LEAGUE	# OF PLAYERS PER TEAM	Fall Season American	Fall Season National	Spring Season American	Spring Season National
Wee-Ball	8-10	N/A	N/A	N/A	N/A
6u Tee-Ball	12	N/A	N/A	N/A	N/A
6u Modified Coach Pitch	12	N/A	Max 12	N/A	Max 12
8u Coach Pitch	12	Min 4/Max 8	Min 7/Max 12	Min 4/Max 8	Min 7/Max 12
10u Kid Pitch	11	Min 4/Max 8	Min 7/Max 11	Min 4/Max 8	Min 7/Max 11
12u Kid Pitch	11	N/A	Min 7/Max 11	N/A	Min 7/Max 11
14u Kid Pitch	11	N/A	Min 7/Max 11	N/A	Min 7/Max 11
16u Kid Pitch	11	N/A	Min 7/Max 11	N/A	Min 7/Max 11

****New coaches in the American League can bring a max of 4 players and will be chosen after returning coaches (if spots are available).**

*Newly added for Spring '26

Tryouts

Tryouts will be held each season for all divisions (except 4U and 6u Tee Ball).

Exception: 6uModified will not have tryouts during Fall Seasons.

Tryouts will be on a date specified by the League a week or two after registration ends.

Players wishing to play on a National League team that are not on a coach's protection list, must participate in tryouts (this does not guarantee the player will make a National League team).

If a player does not attend tryouts, he/she will be assigned to an American League team through a "hat pick".

All Head Coaches are encouraged to attend tryouts, even if they do not need to draft any players.

Tryout/Skills Assessments

- Players will be given an opportunity to hit, run, field, throw and catch.
- Players listed on a protection list do not need to participate in tryouts.
- Players will be given a score by coaches from 1-5 based on the skills assessed.
- Player scores will not be made public or shared with anyone other than their division coaches.

Drafting Teams

Coaches will be provided a list of eligible players from tryouts to draft.

- Teams with less than the highest number of protects will draft first to achieve the same number of players prior to proceeding with the straight draft.
- The draft will be a straight draft. The team with the lowest number of saves will go first until they are caught up to the next lowest. Straight draft rules will apply.
- National League teams will draft any unfilled spots prior to the American League draft.
- Team selection order will be based on pulling a number from a hat, or other randomized process.
- A maximum of 2 representatives (Head coach and Assistant coach) from each team may participate in the draft.
- Each team will be given 2 minutes to make their selection.
- Coaches should announce the players' draft number and name when making their selection.
- In the event an age group is composed of a single/merged division, National League draft rules will apply.
- Managers will only be able to draft from players that attended tryouts. Players that did not attend tryouts will be a hat pick and placed in the American League.
- In the American Division, hat pick players are not allowed to be on the same team as they were the previous season.
 - **Example:** Player A was on Team A during the Fall season. The head coach of Team A decided to not save Player A for the Spring season. If player A does not show up to evaluations/tryouts, Team A is not eligible to select Player A in the hat pick. Player A becomes eligible for Team A in the next season.
- Hat pick players are not allowed to be traded for. They are to be on the team with which they were selected for, with the exception of the rule above.
- Coaches can trade (other than hat picks) after the draft up to 1 hour and before leaving the building. It's the coach's responsibility to communicate to the league President any agreed upon trades. After the draft there will be no changes made to teams unless a player is added off the waitlist to a team who loses a player or was next in line to get the next hat pick.
 - **Trades will happen as a group, under mediation by the host of the draft.***
- The league does not make exceptions for carpooling or friend requests after 6u Tee-Ball (and 6uModified when there are no tryouts).
- Teams with fewer than the max number of roster players may add additional players (subject to league president approval) until the jersey order is placed.
- Coaches cannot draft a former player that chose to go into the draft for at least one season.
- If a Coach has more players returning to their team then the number of saves allowed, the coach could pick the players up in the draft as long as the parent chose to stay on the same team at registration.

FIELD DIMENSIONS

Division	Base Distance	Pitching Distance	Playing Time	Innings
4u Wee-Ball	*55	N/A	40 min	2
6u Tee-Ball	*55	N/A	1 Hour	6
6u Coach Pitch	*55	40	1 Hour	6
8u Coach Pitch	60	40	1 HOUR & 15 MIN	6
10u	65	46	1 HOUR & 25 MIN	6
12u <i>Field 4 ONLY</i>	70	50	1 HOUR & 35 MIN	6
14u & 16u <i>Field 1 ONLY</i>	**80	**54	1 HOUR & 45 MIN	7

***Bases will be 60ft until the league updates field anchors**

****14u will play on the dimensions that are set on field 1 (90' bases and 60' 6" pitching mound)**

PITCHING

LYBSA Rest Requirements	Division	Max Pitches per Day
66 or more in a day = 4 calendar days of rest	14u	95
51-65 = 3 calendar days	12u	85
36-50 = 2 calendar days	10u	75
21-35 = 1 calendar day		
1-20 = no calendar days required		

LYBSA Rest Requirements	Division	Max Pitches per Day
86 or more in a day = 4 calendar days of rest	16u	110
66-85 = 3 calendar days		
46-65 = 2 calendar days		
31-45 = 1 calendar day		
1-30 = no calendar days required		

Calendar day = 12am - 11:59pm, regardless of what time the game ended the previous day.

**If the per day maximum is met, a pitcher may finish the batter (that has been started)*

Example: At 12u, a pitcher has 85 max pitches per day. If that pitcher starts a batter at 85 pitches and throws 3 pitches to finish that batter for a total of 88 pitches, their final pitch count reverts back to 85 pitches.

Special Note: Max pitches are per day, not game, and only apply to the maximum number of pitches allowed per day, per age level. This does not apply to each threshold.

Example: If you have 2 games or more in a day, and the pitcher is eligible to throw a max of 85 pitches, those 85 pitches can be spread across all games played that day. Game 1: 45
Game 2: 40

Pitching in Select & Rec.

Coaches are expected to adhere to the following pitch count rules in games outside of our league for safety of the players.

10u – No more than 75 pitches in a weekend (Saturday and Sunday total).

12u – No more than 85 pitches in a weekend (Saturday and Sunday total).

14u – No more than 95 pitches in a weekend (Saturday and Sunday total).

If the players meet or exceed this limit, then they are ineligible to pitch until the following Wednesday after the tournament play.

Balks *

The umpire staff will be trained and enforcing the calling of the following balks:

1. Not coming set (no stop/set)
 - a. No discernable pause
 - b. Double set (we could look to omit this one (teach but not call)...
 - c. Movement once set (a/k/a "twitch")
2. Stepping off the pitcher's plate with the wrong foot (improper step off the pitcher plate)
3. Fake throw to first-base (a/k/a "quick move" pickoff)
4. Turning shoulders while set
5. Starting a pitching motion & not finishing
6. Not stepping toward a base first before throwing

RUNS

Division	Max Runs Per Inning	Run Rules	Complete Game
4u Wee-Ball	Entire team bats	N/A	2 innings
6u Tee-Ball	5 per inning	N/A	2 innings
6u Coach Pitch	5 per inning	N/A	2 innings
8u Coach Pitch	5 per inning	15 after 3 10 after 4 8 after 5	2 ½ innings
10u	5 per inning	15 after 3 10 after 4 8 after 5	2 ½ innings
12u	5 per inning	15 after 3 10 after 4 8 after 5	2 ½ innings
14u	8 per inning	15 after 3 10 after 4 8 after 5	3 ½ innings
16u	Unlimited	15 after 3 10 after 4 8 after 5	3 ½ innings

Complete games are 2½ innings if the home team is ahead, 3 if the visiting team is ahead (3½ & 4 at 14u).

*Newly added for Spring '26

LYBSA LEAGUE RULES

Forfeits

During the regular season, if a team has 2 or more forfeits, they are no longer eligible for the End of Season Tournament.

Bat Rule

- All bats for age divisions 16u and younger must be permanently stamped with the USSSA 1.15 BPF, USA Bat, or BBCOR.50 Certified Mark or made of wood and manufactured by a licensed USSSA manufacturer.
- For divisions 6u Tee Ball and under - The maximum diameter shall not exceed two and five eighths (2 5/8") inches.
- For divisions 6u Modified and older - The maximum diameter shall not exceed two and three quarters (2 3/4") inches.
- 14u must use a drop 8 (-8) or less bat.
- 16u must use a drop 3 (-3) bat.
- All bats must be commercially manufactured for baseball play. Bats that are altered after-market to reduce or add weight are prohibited. It is the Head Coach's responsibility to ensure compliance with this rule.
- Upon proper appeal, if a ball is put in play with an illegal bat, the result of the play is a dead ball, the batter declared out, and all base runners return to their bases occupied at time of pitch.

Head-First Sliding Rule

- All divisions except 14u: Not allowed to slide head-first on advancement (runner is out); Allowed on retreat (dive back to base).
- 14u & 16u: Allowed

Pitcher to Catcher Rule

- In divisions 10u, 12u, & 14u: If a player delivers 41 or more pitches and is not covered under the threshold exception, the player may not play catcher for the remainder of that day.
- If a player played catcher previously and delivers 21 or more pitches, and is not covered under the threshold exception, the player may not play catcher the remainder of that day.

Ending the Game

- If all regulation innings have been completed, or the top half of the final inning is completed with the home team ahead, the game is over. When the time limit is reached, the umpire(s) and both team managers/head coaches will confer to determine if the game will continue. The inning will be completed if the home team is behind. If the home team is ahead and the game is in the top half of an inning, finish the half-inning then determine if the game needs to continue. The game is over if the home team is ahead in the bottom half of the inning, or if either team is ahead by more than 5 runs.
- In the last 5 minutes of the game if it is determined by the consensus of the umpire and managers/head coaches that one team is mathematically unable to win the game based on the time remaining or if run rules are in effect, then the game will be considered complete, **managers will sign the Official Score Card**, and scores are frozen as of that time. This will be the score reflected on the Official Score Card, TeamSideline, and Game Changer. If managers agree, play can resume for the duration of the allotted time for the benefit of player development and experience.

Protests

- There are no formal protests allowed.
- Any rule issues must be addressed on the field before play continues.
- There will be no protest of any judgment calls, only protests of pitching violations or rule interpretations.
- In the event of a protest, the head coach and only the head coach will notify the plate umpire before the next pitch is thrown of their protest and must provide a copy of the rule being protested.
- All protests will be resolved on the field between only the head coaches and the umpires. No protests can be made after a game has been completed.

Official Score Card

- Umpires will maintain official score cards that will be turned in to report scores and pitching.
- Score cards are final once they have been signed. If not signed it is assumed the coach agrees with the official score card.
- **Teams are expected to have GameChanger downloaded prior to and utilized during the season.** *

Illegal Players

- If coaches are short players and need to pick up one or two max players they may, with the permission of the league president, communicate to the opposing coach.

If a pick-up player is granted, they must be chosen from the given pool of players:

- Registered to play in the league.
 - Play within the same age division—**same subdivision first, then entire age division if no athletes are available.** *
 - Was not a part of an All Star roster during the past one (1) calendar year.
- Teams may not bench players on their team to play a pool player.
 - Pool players bat last and play outfield.
 - Coaches who play unregistered players in our league will be suspended 2 games and face further disciplinary action by the LYBSA Discipline Advisory Team.

***newly added for Spring '26**

DIVISION: BASEBALL LEAGUE RULES FOR 4 YEAR OLDS

- Player Ages: 3 & 4
 - Roster Size: 8-10
 - Selection: Coach/Parent/League random placement
 - Players Protections: None
 - Games Time: 40 min or 2 innings
 - Runs Per Inning: Bat the line-up
1. Bases will be at 60ft until anchors can be installed for 55 ft. Coaches may agree to use throw down bases at 55 ft if both agree.
 2. A Tee Ball baseball will be used.
 3. Catchers are required to wear a chest protector, catcher's helmet or batters' helmet with a facemask and throat guard.
 4. Game will last 40 minutes and finish the inning, or 2 innings.
 5. All players will be used in the field. Extra players will be used in the outfield.
 6. The pitcher and catcher position need to be filled by a player.
 7. No player may play more than 1 defensive inning at the same position during a game (a player may play 1 inning at 1st and 1 inning at SS but cannot play 2 innings at 1st).
 8. If a team only has 5 players, the catcher position does not have to be filled.
 9. Each player on the field can have their parent/relative on the field of play while on defense at the head coach's discretion.
Anyone on the field needs to be background checked prior to the game
 10. Outfielders must be positioned in the outfield grass.
 11. If the ball is dead (when an infielder has possession of the ball in the infield), runners may not advance when any defensive player attempts to throw the ball.
 12. Teams must bat their entire roster and batters need to bat in order of the lineup.
 13. Batters missing an at bat will not result in an out.
 14. Players arriving late should be added to the bottom of the batting order.
 15. Each batter must put the ball in play off of the tee. There are no strikeouts.
 16. Coaches are responsible for removing the tee during a play at home plate.
 17. All games will be played with the same batting tee to be provided by the league. In the event a league provided batting tee is not available, coaches will agree to share the same tee to be used by both teams.
 18. The batting tee must be placed on the center of home plate and coaches will only be allowed to adjust the tee vertically for height adjustments. Coaches are allowed to quickly position a player at bat so that the batter is in the box.

19. The ball must cross the IN BOUND (Arc) line 10ft in front of home plate or it will be a foul ball.
20. Players may not lead off or leave the base prior to the ball being hit.
21. There will be no head first slides or diving to return to a base.
22. Teams must have a minimum of 5 players at the scheduled game time, otherwise it is a forfeit. If needed a team may borrow players from another 4u team.
23. LYBSA does not allow coaches to agree on different rules for the game. To keep the game fair, each coach in the division will follow these rules.
24. Scores or rankings won't be kept for this division. Coaches will be the umpires for the game.
25. All players in this division will receive a medal at the end of the season.
26. Teams will play a max of 8 games a season and 1 practice a week not exceeding one hour.
27. Any verbal or physical attack on another person in or outside the game or a practice will result in a 2-game suspension and a review by the LYBSA Board. Physical attacks will be reviewed and may result in removal from the league.
28. Coaches are expected to encourage and model good sportsmanship within their team.
29. Coaches are expected to encourage their athletes to practice throwing the ball, rather than running the ball to a base for an out.

Number of coaches in the dugout during games:

4u: 5 coaches and parents are allowed with a background check

DIVISION: BASEBALL LEAGUE RULES FOR 5 & 6 YEAR OLDS TEE BALL

- Player Ages: 5 & 6
- Roster Size: 10-12
- Selection: Coach/Parent/League random placement
- Players Protections: N/A
- Games Time: 1 hour – No new inning
- Runs Per Inning: 5
- Run Rule: N/A

1. A Tee-Ball baseball will be used.
2. Bases will be at 60ft until anchors can be installed for 55 ft. Coaches may agree to use throw down bases at 55 ft if both agree.
3. Catchers are required to wear a catcher's helmet or batter's helmet with a facemask and a chest protector.
4. If the time limit of an hour has been reached the teams will finish the inning.
5. All players will be used in the field. Extra players will be used in the outfield.
6. Outfielders must be positioned in the grass of the outfield.
7. Players must play two innings on the infield and then be switched to the outfield to give players a chance to play infield each game.
8. Any team playing with at least 10 players must field all defensive positions including the catcher position. If a team only has 9 players, the catcher position does not have to be filled. Defensive team may have no more than 6 players on the infield.
9. Three coaches are allowed in the outfield. The fourth must remain in the dugout if players are in the dugout. If players are all on the field, then the 4th coach may remain in foul territory within the porch of the dugout and 3 feet from the fence. No coach may enter the infield/infield area during live play.
10. The play is dead when the ball is in the possession of an infielder in the infield and the coach determines that the infielder in possession is not making an attempt at a defensive play.
11. All overthrows into foul territory may result in no more than a one (1) base advancement.
Example: A batter may only go to second base at the result of an overthrow to first base.
12. Teams must bat their entire roster, and each batter must hit at least once.
13. Each batter must put the ball in play off of the tee. There are no strikeouts.
14. When a batter hits off of a tee they may not measure up at the Tee when the ball is on the Tee. 1 warning will be called, the runners will return to base and the batter will hit again. The 2nd time the batter will be called out.
Example: *After the Coach places the ball on the tee, the batter brings their bat up to the ball to gauge where to swing their bat (to the level of the ball)- this is not allowed.*
15. Batters get one base per infield hit, 2 bases for a ball that goes to the outfield.
16. Coaches are responsible for removing the tee during a play at home plate.

17. One warning will be given to a player throwing the bat. The next thrown bat by the same player the player will be called out. The ball will be ruled as a dead ball and no runners may advance. A player whose bat travels beyond an imaginary 10' circle around home plate or directly contacts the catcher or umpire will be deemed to have thrown their bat.
18. The batting tee must be placed on the center of home plate and coaches will only be allowed to adjust the tee vertically for height adjustments. Coaches may physically position the batter to be in the box, but will not be allowed to strategically position a player in the box. The coach may tell the batter where he wants the ball to go and if the batter can position himself to hit it there, that is acceptable.
19. The ball must cross the IN BOUND line 10 ft in front of home plate or it will be a foul ball.
20. A team shall be permitted a maximum of 5 runs in any 1/2 inning. The 1/2 inning shall end and the other team shall bat.
21. Players may not lead off or leave the base prior to the ball being hit. Leaving early will result in 1 warning and all baserunners returning to the previous base. 2nd occurrence by the same runner, the runner will be called out.
22. There will be no head-first slides when advancing a base. Diving back to a base is allowed.
23. Teams must have a minimum of 8 players at the scheduled game time otherwise it is a forfeit. Players showing up late will be added to the bottom of the roster. No outs will be recorded due to lack of players in the 9th or 10th spot.
24. Players that leave a game for any reason that results in them missing they're at bat no out will be recorded. They may not return back to the game if they leave.
25. The batters' feet must be completely within the batter's box at the time the ball is contacted.
26. The coaches will be the umpire for the game.
27. Teams will play a max of 8 games a season and 1 practice a week not exceeding one hour.
28. Scores or rankings won't be kept for this division.
29. All players in this division will receive a medal at the end of the season.
30. Coaches are expected to encourage and model good sportsmanship within their team.
31. Coaches are expected to encourage their athletes to practice throwing the ball, rather than running the ball to a base for an out.
32. Failure of Coaches to comply with any of the rules stated above, may result in a verbal or written warning from the league and possibly a 1 game suspension.
33. Any verbal or physical attack on another person in or outside the game or at a practice will result in a 2-game suspension. For a physical attack, a review will also be held by the LYBSA Discipline Committee and could result in removal from the league.

Number of coaches in the dugout during games:

6u: 4 coaches max including the head coach

DIVISION: BASEBALL LEAGUE RULES FOR 5 & 6 YEAR OLDS Modified Coach Pitch

- Player Ages: 5 & 6
 - Roster Size: 10-12
 - Selection: Draft
 - Players Protections: Up to 10
 - Games Time: 1 hour - No new inning
 - Runs Per Inning: 5
 - Run Rule: N/A
1. A regulation baseball will be used, and there will be one (1) umpire per game.
 2. In between innings, teams may warm-up for no more than 3 minutes, or until the catcher gets set in position if they are taking a while to get their gear on.
 3. Catchers are required to wear a catcher's helmet, throat guard, chest protector and shin guards.
 4. If the time limit has been reached or either team is mathematically out of the game the game should be called. In the event of a mathematical elimination before time expires play will continue until time expires if both coaches agree to continue for player experience and development. The score will be frozen at the point of mathematical elimination and managers will sign the Official Score Card.
 5. No player may play more than 2 defensive innings at the same infield position during a game, (player may play 2 innings at 1st and 2 innings at SS but cannot play 3 innings at 1st). During an inning, a player is considered played at that position if he fields it for an official swing. Violation of this rule may result in Manager Suspension and forfeiture of the game.
 6. All players must start and finish at least 2 innings in the infield during the first 4 innings unless he is removed from the infield because of injury (this would waive the finish requirement for that inning,) or the manager determines that the child is a safety risk (PARENT and Manager must get waiver from the Commissioner prior to the game. If a player does not get an opportunity to play the infield due to lack of time, then that player must start in the infield at the next game. The player would still get his two innings plus the missed inning from the previous game.
 7. Any team playing with at least 10 players must field all defensive positions including the catcher position and four (4) outfielders. If a team only has 9 players, the catcher position does not have to be filled.
 8. While on defense, 2 coaches are allowed in the outfield and 1 behind the plate. The 4th coach must remain in foul territory within the porch of the dugout and 3 feet from the fence. No coach may enter the infield/outfield area during live play.
 9. Pitchers must be within the pitching circle beside the pitching coach and not standing in front of the coach. The pitcher may tag a runner if the ball is taking them towards the runner and they have the ability to tag them.
 10. The coach pitching must throw from 40 ft away. The coach must get out of the way of a hit. If they get hit by a ball the runners return to their base and the batter hits again.
 11. Outfielders must be positioned with their feet in the outfield grass. Outfielders may not tag or make a play at a base. The outfielder must throw the ball to an infielder and the infielder must make the play.

12. The play is officially declared dead when the ball is in the possession of an infielder in the infield and the infielder in possession is not making an attempt at a defensive play.
13. All overthrows into foul territory may result in no more than a two-base advancement from the time of the pitch for the batter, or any runner on base. Any runner attempting to advance does so at their own risk of being put out. Subsequent plays (overthrows, errors, etc.) will not remove this limitation.

Example 1: *No runners on base. Batter (B) hits a ground ball to SS who throws the ball into foul territory behind 1st base. 1B fields the ball and throws to 2B. If 2B fields the ball and tags B prior to B reaching 2nd, B is out. If 2B does not field ball and it continues into the outfield, B may not advance beyond 2nd.*

Example 2: *Runners at 1st & 2nd (R1/R2). Batter (B) hits a ground ball to 2B who throws the ball into foul territory behind 3rd base. 3B fields the ball and throws to 2B. If 2B fields the ball and tags B prior to B reaching 2nd, B is out and R1 may not advance beyond 3rd base. If 2B does not field a ball and it continues into the outfield, B may not advance beyond 2nd and R1 may not advance beyond 3rd. If either runner attempts to advance beyond their base limitation, they may not be tagged out and will be returned to their base. R2 may score in this example.*
14. The pitcher may not roll grounders to any base to avoid the risk of a throw. Coaches are expected to encourage their athletes to practice throwing the ball, rather than running the ball to a base for an out.
15. Teams must bat their entire roster, and each player must bat once. There are free defensive substitutions.
16. Each batter will receive up to 3 swings from a coach pitcher, and 4th off of the tee with one courtesy foul ball. If the batter does not put the ball in play on the 5th swing, this would result in a strikeout. Coaches are responsible for removing the tee during a play at home plate.
17. Batted Ball- if coach pitched, any batted ball put in the field of play is "live". If hit off a tee, the ball must travel into the grass or grass-line extended to the foul lines to be "live"; if not, it's considered a foul ball.
18. When a batter hits off of a tee they may not measure up at the Tee when the ball is on the Tee. 1 warning will be called, the runners will return to base and the batter will hit again. The 2nd time the batter will be called out.

Example: *After the Coach places the ball on the tee, the batter brings their bat up to the ball to gauge where to swing their bat (to the level of the ball)- this is not allowed.*
19. One warning will be given to a player throwing the bat. The next thrown bat by the same player will be called an out. The ball will be ruled as a dead ball, and no runners may advance. A player whose bat travels beyond an imaginary 10' circle around home plate or directly contacts the catcher or umpire will be deemed to have thrown their bat.
20. All games will be played with the same batting tee to be provided by league. In the event a league provided batting tee is not available, coaches will agree to share the same tee to be used by both teams.
21. A team shall be permitted a maximum of 5 runs in any 1/2 inning. The 1/2 inning shall end and the other team shall bat.
22. Players may not lead off or leave the base prior to the ball being hit. Leaving early will result in an out.
23. There will be no head-first slides when advancing a base; diving to return to a base is permitted.

A player sliding headfirst will be called out.

24. Teams must have a minimum of 8 players at the scheduled game time otherwise it is a forfeit. Players showing up late will be added to the bottom of the roster. No outs will be recorded due to lack of players in the 9th or 10th spot.
25. Players that leave a game for any reason that results in them missing their at bat should be brought to the attention of the umpire and the other team prior to the at bat, no out will be recorded.
26. If a game ends in a tie and no time is left on the clock, the game will be recorded as a tie for regular season games.
27. A coach may not physically position the batter. The coach may not draw lines or make marks in the batter's box to indicate to the batter where to place his feet in order to hit the ball in a particular direction.
28. The batters' feet must be completely within the batter's box at the time the ball is contacted.
29. Players in this division will all receive medals at the end of the season, unless they are participating in the end of season tournament during the spring season. At that time, the 1st and 2nd place teams will receive rings.
30. Failure for Coaches to comply with any of the rules stated above may result in a verbal or written warning from the league and possibly a 1 game suspension.
31. Any verbal or physical attack on another person in or outside the game or at a practice will result in a 2-game suspension. For a physical attack a review will also be held by the LYBSA Discipline Committee.
32. Good Sportsmanship by each team including a team's player, coach, and parents is expected each game and practice towards teammates, opposing teams, umpires and opposing parents and coaches.
33. Home Team takes the third-base dugout and keeps the official book- it is recommended that the Visiting Team keep their own book and reconcile it with the Home Team each half-inning.

Number of coaches in the dugout during games:

6u: 4 coaches max including the head coach

PITCHING *

1. Coach pitchers must have one foot on the pitching mound (dirt circle) when the ball is pitched, and their feet cannot land outside of the circle when pitching.
2. Coach pitchers pitch to their own team and must start at 40 ft and throw overhand; coaches are strongly encouraged not to throw rainbow pitches.
3. Coach pitchers are considered pitching machines, but are allowed to speak to batters in between pitches. The communication can be directed to hitting adjustments but must stop when ready to pitch. Coach pitchers are encouraged to tell a player to slide at home plate when there is a play, and they should also remove bats around the plate.
4. Coach pitchers should exit the playing field upon contact, avoiding the play. A batted ball that hits a coach pitcher will be a foul ball, runners do not advance.
5. Coach pitchers cannot be voluntarily changed in the middle of an inning.

***newly added for Spring '26**

DIVISION: 8u BASEBALL LEAGUE RULES

- Roster Size: 10-12
- Selection: Draft
- Players Protections: AL-Max 8 & NL-Max 12
- Games Time: 1 hour 15 minutes - No new inning
- Runs Per Inning: 5
- Run Rule: 15 after 3, 10 after 4, 8 after 5
- No Infield Fly Rule

Note: If there are not enough teams to support both an American and National League, the leagues will be merged, and the National League protection limits will be used.

Note: At the halfway point from regular season, the top 2 teams from the American Division and the bottom 2 teams from the National Division will be evaluated by the board based on their run differential in games played. After evaluation, the league may move a team or teams to the other division if necessary.

1. 6 innings or no new inning to start after 1 hour & 15 minutes. If the time limit has been reached or either team is mathematically out of the game, the game will be called. In the event of a mathematical elimination before time expires, play will continue until time expires if both coaches agree to continue for player experience and development. **The score will be frozen at the point of mathematical elimination, managers will sign the official score card, and the umpire(s) shall continue to officiate play.**
2. If a game is tied after the last full inning is complete, and time has run out, the game ends in a tie.
3. Home Team takes the third-base dugout and keeps the official book- it is recommended that the Visiting Team keep their own book and reconcile it with the Home Team each half-inning.
4. Teams must have at least 8 players to play. If missing the 9th player, it will not count as an out when that spot comes up to bat. Players arriving late can be added to the bottom of the order (notify umpire and the other team).
5. If a team drops below 9 players because of a player ejection, the team will forfeit.
6. **National League:** Players must bat once and play 6 defensive outs (unless injured).
7. **American League:** Players must bat once and play 6 defensive outs (unless injured) with one inning being positioned in the infield.
8. Teams must bat their entire roster, and each player must bat once. There are free defensive substitutions.
9. Players that leave a game for any reason that results in them missing their at-bat must be brought to the attention of the umpires and the other team prior to the at-bat. No out will be recorded for missing the at-bat, however, the player may not re-enter the game either offensively or defensively.
10. No metal cleats and all players must wear a protective cup.
11. Players will be given 3 minutes to get on and off the field each half inning in hopes to increase the number of innings played per game.

Number of coaches in the dugout during games:

8u: 4 coaches max including the head coach

SPORTSMANSHIP

- Good Sportsmanship by all participants, including opposing teams, is expected at all LYBSA events. Any unsportsmanlike behavior in the league—at practice or during a game or directed at an umpire—can result in a warning, restriction to the dugout, game ejection or a suspension of up to 2 games.
- **There is no profanity allowed at the complex.***
- **There is no alcohol allowed at the complex. ***
- **Any physical touch of a player that is obvious to not be encouraging will result in a 2 game suspension.***
- Coaches may not argue judgment calls made by the umpires.
- Any ejection will result in a league review of the incident as well as a 1 or 2 game suspension. Once ejected, the player, coach or parent/fan must leave the complex within 5 minutes or their team forfeits the game.
- Any verbal or physical attack on another person in or outside the game or at practice will result in a 2-game suspension. Physical attacks will be reviewed, and could result in removal from the league.
- All unsportsmanlike behavior, ejections or altercations will be reviewed by the Leander Parks and Recreation Athletics team.
- **Appeals of ejection suspensions are not allowed.***

OFFENSE—BATTING

1. Batters receive a total of 5 pitches or 3 strikes; whichever comes first. The batter is out if the 3rd strike is a swinging miss, or the batter doesn't swing at the fifth pitch. Batter will not strike out if the fifth (or later) pitch is a foul ball, thus the batter will continue at bat until they strike out, put the ball in play, or fail to swing at the last pitch.
2. A team shall be permitted a maximum of 5 runs in any 1/2 inning. The 1/2 inning shall end, and the other team shall bat.
Exception: If a batter hits a homerun OVER THE FENCE (not in the park) in any half-inning, that team will receive the benefit of all runs scored as a result of the home run. The "Grand Slam" effect will not be implemented for the last inning or time limit purposes.
3. One warning will be given to a player throwing the bat. Next thrown bat by the same player will be called an out. The ball will be ruled as a dead ball and no runners may advance. A player whose bat travels beyond a 10' circle around home plate or directly contacts the catcher or umpire will be deemed to have thrown their bat.
4. Any player that is unable to take their official at-bat will be out for the remainder of the game. No out will be recorded unless the team falls below 9 players or if the player was ejected.
5. Bunting is not allowed, if the ball is bunted, in the umpire's judgment, the ball will be declared a dead ball, the batter will be called out, and runners return to their bases occupied at time of pitch.

***newly added for Spring '26**

OFFENSE—BASE RUNNERS

1. The play is dead when the LEAD runner has stopped/hesitated forward progress and the infielder has the ball in their possession and is not making a play. This is an umpire judgment call.
Example: *The lead runner has stopped/hesitated/slowed down at third base while an infielder has the ball in their possession and is not making a play. The batter-runner continues past first base and attempts to gain second base. The play is now "dead", time is called, while runners are returned to both third and first base.*
2. Runners must remain in contact with the base until the pitch crosses the plate.
Penalty: If the runner leaves early, a team warning will be issued. The second occurrence by any runner will result in the runner being called out automatically and any ball put into play will result in the batter obtaining first base (if the result of the batted ball doesn't lead to the batter being put out).
3. Courtesy runners are allowed anytime for the catcher of record or for a player injured during an at bat or while running. The last out will be the replacement runner. It does not have to be the last batted out just the last out. In the event there have been no outs yet recorded in the game there can be no substitute runner until there is an out recorded.
4. A courtesy runner can/may be used for the catcher with 2 outs.
5. Advancing to any base between pitches is NOT ALLOWED.
6. Players may not advance using a headfirst slide to a base—this is an automatic out. A dive to return to a base is ALLOWED.
7. Runners must avoid contact with fielders unless they are sliding into a base- if the runner does not slide and contact is initiated the runner will be called out by the umpire. Intentional or malicious contact in the umpire's judgment may result in that player being ejected from the game.
8. Interference: Interference is an act by a member of the team at bat which interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference.

DEFENSE

1. 10 players will be used in the field with the extra player playing the outfield. Outfielders must be positioned in the grass, evenly spaced; outfielders must have two feet in the grass when the ball is hit.
2. The pitcher position must always be played; pitcher must stand to one side of the coach pitcher (and not in-front of). They can make any play at any time, though they are encouraged to throw the ball to another defender to make a play.
3. The catcher position must always be played; catcher must be in full gear and wear a cup, and throat guard. **Coaches are encouraged to make their catcher involved—NOT a statue.***
4. The catcher must be positioned within 4 feet of home plate and in a squatted position.
5. Infield fly rule is NOT in effect.
6. Coaches on defense: 1 by the plate, 1 in the dugout, two can be on either side of the foul line in the outfield. These coaches must remain in the outfield in foul territory and not around the offensive base coaches.
7. Obstruction: If a play is being made on the obstructed runner, or if the batter-runner is obstructed before touching first base, the ball is dead and all runners shall advance without liability to be put out, to the bases they would have reached, if, in the umpire's judgment there had been no obstruction.

PITCHING

1. Coach pitchers must have one foot on the pitching mound (dirt circle) when the ball is pitched, and their feet cannot land outside of the circle when pitching.
2. Coach pitchers pitch to their own team and must start at 43 ft and throw overhand; coaches are strongly encouraged not to throw rainbow pitches.
3. Coach pitchers are considered pitching machines, but are allowed to speak to batters in between pitches. The communication can be directed to hitting adjustments but must stop when ready to pitch. Coach pitchers are encouraged to tell a player to slide at home plate when there is a play, and they should also remove bats around the plate.
4. Coach pitchers should exit the playing field upon contact, avoiding the play. A batted ball that hits a coach pitcher will be a foul ball, runners do not advance.
5. Coach pitchers cannot be voluntarily changed in the middle of an inning.

DIVISION: 10u BASEBALL LEAGUE RULES

- Roster Size: 11-12
- Pitch Limit: 75 Pitches / Day
- Selection: Draft
- Player Protections: AL-Max 6 & NL-Max 11
- Games Time: 1 hour 25 minutes - No new inning
- Runs Per Inning: 5
- Run Rule: 15 after 3, 10 after 4, 8 after 5

Note: If there are not enough teams to support both an American and National League, the leagues will be merged, and the National League rules and protection limits will be used

1. 6 innings or no new inning to start after 1 hour & 25 minutes. If the time limit has been reached or either team is mathematically out of the game, the game will be called. In the event of a mathematical elimination before time expires, play will continue until time expires if both coaches agree to continue for player experience and development. **The score will be frozen at the point of mathematical elimination, managers will sign the official score card, and the umpire(s) shall continue to officiate play.**
2. If a game is tied after the last full inning is complete, and time has run out, the game ends in a tie.
3. Home Team takes the third-base dugout and keeps the official book. Visiting Team will keep the official pitch count. Both the Home Team and the Visiting Team are encouraged to compare each half-inning.
4. Teams must have at least 8 players to play. If missing the 9th player, it will not count as an out when that spot comes up to bat. Players arriving late can be added to the bottom of the order (Coaches must notify umpire and the other team).
5. If a team drops below 9 players because of a player ejection, the team will forfeit.
6. Players must play 6 outs; there are free defensive substitutions.
7. Teams must bat their entire roster, and each player must bat once.
8. Players that leave a game for any reason that results in them missing their at-bat must be brought to the attention of the umpires and the other team prior to the at-bat. No out will be recorded for missing the at-bat, however, the player may not re-enter the game either offensively or defensively.
9. No metal cleats and all players must wear a protective cup.
10. Players will be given 2 minutes to get on and off the field each half inning in hopes to increase the number of innings played per game.

Number of coaches in the dugout during games:

10u: 4 coaches max including the head coach

SPORTSMANSHIP

- Good Sportsmanship by all participants, including opposing teams, is expected at all LYBSA events. Any unsportsmanlike behavior in the league—at practice or during a game or directed at an umpire—can result in a warning, restriction to the dugout, game ejection or a suspension of up to 2 games.
- **There is no profanity allowed at the complex.***
- **There is no alcohol allowed at the complex. ***
- **Any physical touch of a player that is obvious to not be encouraging will result in a 2 game suspension.***
- Coaches may not argue judgment calls made by the umpires.
- Any ejection will result in a league review of the incident as well as a 1 or 2 game suspension. Once ejected, the player, coach or parent/fan must leave the complex within 5 minutes or their team forfeits the game.
- Any verbal or physical attack on another person in or outside the game or at practice will result in a 2-game suspension. Physical attacks will be reviewed, and could result in removal from the league.
- All unsportsmanlike behavior, ejections or altercations will be reviewed by the Leander Parks and Recreation Athletics team.
- **Appeals of ejection suspensions are not allowed.***

NATIONAL LEAGUE

- Open bases
- Balks – only one warning per game per team.
- Dropped 3rd strike is in effect.
- Infield fly rule is in effect.

OFFENSE—BATTING

1. The offense is permitted only one timeout per inning.
2. A batter must keep one foot in the batter's box when receiving coaching signs.
3. Any player that is unable to take their official at bat will be out for the remainder of the game. No out will be recorded unless the team falls below 9 players or if the player was ejected.
4. Squeeze plays, as defined in the rules section, are NOT ALLOWED.
5. Safety squeeze plays are ALLOWED.
6. If, in the umpire's judgment, based on the perceived intent of the runner, the offensive team violated the rules related to squeezes and stealing home, the Head Coach will be given 1 warning, the play is a dead-ball and one strike will be given to the batter.
7. One warning will be given to a player throwing the bat. Next thrown bat by the same player will be called an out. The ball will be ruled as a dead ball and no runners may advance. A player whose bat travels beyond an imaginary 10' circle around home plate or directly contacts the catcher or umpire will be deemed to have thrown their bat.
8. No slashing if a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is out, the runners go back to their bases, and the Head Coach is given a warning. On the second offense, the batter is out, the runners go back to their bases, and the Head Coach is ejected.
9. If players are used as base coaches, they must wear batting helmets.
10. A team shall be permitted a maximum of 5 runs in any 1/2 inning. The 1/2 inning shall end, and the other team shall bat.
Exception: If a batter hits a homerun OVER THE FENCE (not in the park) in any half-inning, that team will receive the benefit of all runs scored as a result of the home run. The "Grand Slam" effect will not be implemented for the last inning or time limit purposes.

OFFENSE—BASE RUNNERS

1. Pinch runners are allowed anytime for the pitcher or catcher of record or for a player injured during an at bat or while running. The last out will be the replacement runner. It does not have to be the last batted out just the last out. In the event there have been no outs yet recorded in the game there can be no substitute runner until there is an out recorded.
2. A courtesy runner must be can/may for the catcher with 2 outs.
3. Advancing to any base between pitches is ALLOWED.
4. Stealing home, as defined in the rules section, is NOT ALLOWED
5. Players may not advance using a headfirst slide to a base- this is an automatic out. A dive to return to a base is ALLOWED.
6. Runners must avoid contact with fielders unless they are sliding into a base- if the runner does not slide and contact is initiated the runner will be called out by the umpire. Intentional or malicious contact in the umpire's judgment will result in that player being ejected from the game.
7. Interference: Interference is an act by a member of the team at bat which interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference.

DEFENSE

1. Catchers must use a catcher's mitt and wear league approved gear (including protective cup).
2. A manager or coach may go onto the playing field to talk to any player or players maximum of one (1) time in a half-inning while the same player is pitching without making a pitching change. More than one (1) trip onto the playing field will require a pitching change, regardless of which player the manager or coach visits. The only exception to this rule is in case of injury and the umpire has called time.
3. Obstruction: If a play is being made on the obstructed runner, or if the batter-runner is obstructed before touching first base, the ball is dead and all runners shall advance without liability to be put out, to the bases they would have reached, if, in the umpire's judgment, there had been no obstruction.

PITCHING

1. A pitcher must be removed from the mound after hitting 3 batters in a game. They cannot return in the same game if removed for hitting batters.
2. Balks will be called – one warning per game per team.
3. Pitching warm-ups are restricted to 5 pitches or 1 minute while new **mid-inning** pitchers get 8 pitches.
4. During regular season play only, each player on a team can be intentionally walked only once per game. A head coach can verbally request the batter be sent to first base to avoid any additional pitch count.
5. Pitching past the maximum pitch limits or using an ineligible pitcher may result in the forfeiture of the game provided it is brought to the attention of the umpire during or immediately after the inning of discovery. The intent is to address and clarify the pitcher’s eligibility without penalty instead of waiting until the end of the game to question the pitcher’s eligibility.
6. 12:00 A.M. to 11:59 P.M. = a calendar day, regardless of the time the game was complete.

LYBSA Rest Requirements	Division	Max Pitches per Day
66 or more in a day = 4 calendar days of rest	10u	75
51-65 = 3 calendar days		
36-50 = 2 calendar days		
21-35 = 1 calendar day		
1-20 = no calendar days required		

**If the per day maximum is met, a pitcher may finish the batter (that has been started)*

Example: *If a pitcher starts a batter at 75 pitches and finishes the batter, their final pitch count would be 75 pitches. The Head Coach or designated scorekeeper will review and agree with the pitch count once the pitcher has been removed.*

Special Note: Max pitches are per day, not game, and only apply to the maximum number of pitches allowed per day, per age level. This does not apply to each threshold.

Pitcher to Catcher Rule

If a player delivers 41 or more pitches and is not covered under the threshold exception, the player may not play catcher for the remainder of that day. If a player played catcher previously and delivers 21 or more pitches, and is not covered under the threshold exception, the player may not play catcher the remainder of that day.

Pitching in Select & Rec.

Coaches are expected to adhere to the following pitch count rules in games outside of our league for safety of the players.

10u – No more than 75 pitches in a weekend (Saturday and Sunday total).

12u – No more than 85 pitches in a weekend (Saturday and Sunday total).

14u – No more than 95 pitches in a weekend (Saturday and Sunday total).

If the players meet or exceed this limit, then they are ineligible to pitch until the following Wednesday after the tournament play.

AMERICAN LEAGUE

- Closed bases
- Scoring—a runner on third base can only score if a pitched ball is put into play by the batter or if forced to advance on a walk or hit by pitch to the batter.
 - Example 1:** Runner is on second base and attempting to steal third base. The catcher overthrows the third baseman and the ball goes into LF. The runner may not advance on the overthrow.
 - Example 2:** Runner is on first base and attempting to steal second base. The catcher overthrows the defense at second base and the ball goes into CF. The runner may advance to third base but not beyond it regardless of any subsequent throw to third base.
 - Example 3:** The catcher attempts to back pick the runner at third base but overthrows the third baseman, the runner may not advance to home.
- No Balks.
- Dropped 3rd strike is not in effect.
- Infield fly rule is not in effect.
- Advancing to home between pitches is NOT ALLOWED
- Runners may advance at their own risk from the time the pitch has crossed the plate up until the time that they must return to and remain in contact with their base in preparation for the next pitch (i.e. stealing second or third base).

OFFENSE—BATTING

1. The offense is permitted only one timeout per inning.
2. A batter must keep one foot in the batter's box when receiving coaching signs.
3. Any player that is unable to take their official at bat will be out for the remainder of the game. No out will be recorded unless the team falls below 9 players or if the player was ejected.
4. Squeeze plays, as defined in the rules section, are NOT ALLOWED.
5. Safety squeeze plays are ALLOWED (must still follow closed bases rule).
6. If, in the umpire's judgment, based on the perceived intent of the runner, the offensive team violated the rules related to squeezes and stealing home, the Head Coach will be given 1 warning, the play is a dead-ball and one strike will be given to the batter.
7. One warning will be given to a player throwing the bat. Next thrown bat by the same player will be called an out. The ball will be ruled as a dead ball and no runners may advance. A player whose bat travels beyond an imaginary 10' circle around home plate or directly contacts the catcher or umpire will be deemed to have thrown their bat.
8. No slashing if a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is out, the runners go back to their bases, and the Head Coach is given a warning. On the second offense, the batter is out, the runners go back to their bases, and the Head Coach is ejected.
9. If players are used as base coaches, they must wear batting helmets.
10. A team shall be permitted a maximum of 5 runs in any 1/2 inning. The 1/2 inning shall end, and the other team shall bat.
 - Exception:** If a batter hits a homerun OVER THE FENCE (not in the park) in any half-inning, that team will receive the benefit of all runs scored as a result of the home run. The "Grand Slam" effect will not be implemented for the last inning or time limit purposes.

OFFENSE—BASE RUNNERS

1. Closed bases: Runners must remain in contact with the base until pitch crosses the plate.
Penalty: If the runner leaves early a "team" warning will be issued. The second occurrence will result in the runner being called out automatically and any ball put into play will result in the batter obtaining first base (if the result of the batted ball doesn't lead to the batter being put out).
2. Scoring- a runner on third base can only score if a pitched ball is put into play by the batter or if forced to advance on a walk or hit by pitch to the batter.
3. Pinch runners are allowed anytime for the pitcher or catcher of record or for a player injured during an at bat or while running. The last out will be the replacement runner. It does not have to be the last batted out just the last out. In the event there have been no outs yet recorded in the game there can be no substitute runner until there is an out recorded.
4. A courtesy runner can/may be used for the catcher with 2 outs.
5. If a batter draws a walk, the player can only advance to first base and cannot attempt to steal second base until the next pitched ball. A runner on second base is allowed to attempt a steal of third base at their peril.
6. Advancing to second and third bases between pitches is ALLOWED.
7. Stealing home, as defined in the rules section, is NOT ALLOWED
8. Players may not advance using a headfirst slide to a base- this is an automatic out. A dive to return to a base is ALLOWED.
9. Runners must avoid contact with fielders unless they are sliding into a base- if the runner does not slide and contact is initiated the runner will be called out by the umpire. Intentional or malicious contact in the umpire's judgment will result in that player being ejected from the game.
10. Interference: Interference is an act by a member of the team at bat which interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference.

DEFENSE

1. Catchers must use a catcher's mitt and wear league approved gear (including protective cup).
2. A manager or coach may go onto the playing field to talk to any player or players maximum of one (1) time in a half-inning while the same player is pitching without making a pitching change. More than one (1) trip onto the playing field will require a pitching change, regardless of which player the manager or coach visits. The only exception to this rule is in case of injury and the umpire has called time.
3. Obstruction: If a play is being made on the obstructed runner, or if the batter-runner is obstructed before touching first base, the ball is dead and all runners shall advance without liability to be put out, to the bases they would have reached, if, in the umpire's judgment, there had been no obstruction.

PITCHING

1. A pitcher must be removed from the mound after hitting 3 batters in a game. They cannot return in the same game if removed for hitting batters.
2. No Balks will be called.
3. Pitching warm-ups are restricted to 5 pitches or 1 minute while new mid-inning pitchers get 8 pitches.
4. During regular season play only, each player on a team can be intentionally walked only once per game. A head coach can verbally request the batter be sent to first base to avoid any additional pitch count.
5. Pitching past the maximum pitch limits or using an ineligible pitcher may result in the forfeiture of the game provided it is brought to the attention of the umpire during or immediately after the inning of discovery. The intent is to address and clarify the pitcher’s eligibility without penalty instead of waiting until the end of the game to question the pitcher’s eligibility.
6. 12:00 A.M. to 11:59 P.M. = a calendar day, regardless of the time the game was complete.

LYBSA Rest Requirements	Division	Max Pitches per Day
66 or more in a day = 4 calendar days of rest	10u	75
51-65 = 3 calendar days		
36-50 = 2 calendar days		
21-35 = 1 calendar day		
1-20 = no calendar days required		

**If the per day maximum is met, a pitcher may finish the batter (that has been started)*

Example: *If a pitcher starts a batter at 75 pitches and finishes the batter, their final pitch count would be 75 pitches. The Head Coach or designated scorekeeper will review and agree with the pitch count once the pitcher has been removed.*

Special Note: Max pitches are per day, not game, and only apply to the maximum number of pitches allowed per day, per age level. This does not apply to each threshold.

Pitcher to Catcher Rule

If a player delivers 41 or more pitches and is not covered under the threshold exception, the player may not play catcher for the remainder of that day. If a player played catcher previously and delivers 21 or more pitches, and is not covered under the threshold exception, the player may not play catcher the remainder of that day.

Pitching in Select & Rec.

Coaches are expected to adhere to the following pitch count rules in games outside of our league for safety of the players.

10u – No more than 75 pitches in a weekend (Saturday and Sunday total).

12u – No more than 85 pitches in a weekend (Saturday and Sunday total).

14u – No more than 95 pitches in a weekend (Saturday and Sunday total).

If the players meet or exceed this limit, then they are ineligible to pitch until the following Wednesday after the tournament play.

DIVISION: 12u BASEBALL LEAGUE RULES

- Roster Size: 10-12
 - Pitch Limit: 85 Pitches / Day
 - Selection: Draft
 - Player Protections: Max 11
 - Games Time: 1 hour 35 minutes - No new inning
 - Runs Per Inning: 5
 - Run Rule: 15 after 3, 10 after 4, 8 after 5
1. 6 innings or no new inning to start after 1 hour & 35 minutes. If the time limit has been reached or either team is mathematically out of the game, the game will be called. In the event of a mathematical elimination before time expires, play will continue until time expires if both coaches agree to continue for player experience and development. **The score will be frozen at the point of mathematical elimination, managers will sign the official score card, and the umpire(s) shall continue to officiate play.**
 2. If a game is tied after the last full inning is complete, and time has run out, the game ends in a tie.
 3. Home Team takes the third-base dugout and keeps the official book. Visiting Team will keep the official pitch count. Both the Home Team and the Visiting Team are encouraged to compare each half-inning.
 4. Teams must have at least 8 players to play. If missing the 9th player, it will not count as an out when that spot comes up to bat. Players arriving late can be added to the bottom of the order (notify umpire and other team).
 5. If a team drops below 9 players because of a player ejection, the team will forfeit.
 6. Teams must bat their entire roster, and each player must bat once. There are free defensive substitutions.
 7. No metal cleats and all players must wear a protective cup.
 8. Players will be given 90 seconds to get on and off the field each half inning in hopes to increase the number of innings played per game.

Number of coaches in the dugout during games:

12u: 4 coaches max including the head coach

SPORTSMANSHIP

- Good Sportsmanship by all participants, including opposing teams, is expected at all LYBSA events. Any unsportsmanlike behavior in the league—at practice or during a game or directed at an umpire—can result in a warning, restriction to the dugout, game ejection or a suspension of up to 2 games.
- There is no profanity allowed at the complex.*
- There is no alcohol allowed at the complex. *
- Any physical touch of a player that is obvious to not be encouraging will result in a 2 game suspension.*
- Coaches may not argue judgment calls made by the umpires.
- Any ejection will result in a league review of the incident as well as a 1 or 2 game suspension. Once ejected, the player, coach or parent/fan must leave the complex within 5 minutes or their team forfeits the game.
- Any verbal or physical attack on another person in or outside the game or at practice will result in a 2-game suspension. Physical attacks will be reviewed, and could result in removal from the league.
- All unsportsmanlike behavior, ejections or altercations will be reviewed by the Leander Parks and Recreation Athletics team.
- Appeals of ejection suspensions are not allowed.*

OFFENSE—BATTING

1. The offense is permitted only one timeout per inning.
2. A batter must keep one foot in the batter's box when receiving coaching signs.
3. Any player that is unable to take their official at bat will be out for the remainder of the game. No out will be recorded unless the team falls below 9 players or if the player was ejected.
4. Squeeze plays, as defined in the rules section, are NOT ALLOWED.
5. Safety squeeze plays are ALLOWED.
6. If, in the umpire's judgment, based on the perceived intent of the runner, the offensive team violated the rules related to squeezes and stealing home, the Head Coach will be given 1 warning.
7. No warning will be given to a player throwing the bat. The player will be called out. The ball will be ruled as a dead ball and all runners return to their base occupied at time of pitch. A player whose bat travels beyond an imaginary 10' circle around home plate or directly contacts the catcher or umpire will be deemed to have thrown their bat.
8. No slashing if a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is out, the runners go back to their bases, and the Head Coach is given a warning. On the second offense, the batter is out, the runners go back to their bases, and the Head Coach is ejected.
9. If players are used as base coaches, they must wear batting helmets.
10. A team shall be permitted a maximum of 5 runs in any 1/2 inning. The 1/2 inning shall end, and the other team shall bat.

Exception: If a batter hits a homerun OVER THE FENCE (not in the park) in any half-inning, that team will receive the benefit of all runs scored as a result of the home run. The "Grand Slam" effect will not be implemented for the last inning or time limit purposes.

***newly added for Spring '26**

OFFENSE—BASE RUNNERS

1. Pinch runners are allowed anytime for the pitcher or catcher of record or for a player injured during an at bat or while running. The last out will be the replacement runner. It does not have to be the last batted out just the last out. In the event there have been no outs yet recorded in the game there can be no substitute runner until there is an out recorded.
2. A courtesy runner can/may be used for the catcher with 2 outs.
3. Advancing to any base between pitches is ALLOWED.
4. Stealing home, as defined in the rules section, is NOT ALLOWED
5. Players may not advance using a headfirst slide to a base- this is an automatic out. A dive to return to a base is ALLOWED.
6. Runners must avoid contact with fielders unless they are sliding into a base- if the runner does not slide and contact is initiated the runner will be called out by the umpire. Intentional or malicious contact in the umpire's judgment will result in that player being ejected from the game.
7. Interference: interference is an act by a member of the team at bat which interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference.

DEFENSE

1. Catchers must use a catcher's mitt and wear league approved gear (including protective cup).
2. A manager or coach may go onto the playing field to talk to any player or players maximum of one (1) time in a half-inning while the same player is pitching without making a pitching change. More than one (1) trip onto the playing field will require a pitching change, regardless of which player the manager or coach visits. The only exception to this rule is in case of injury and the umpire has called time.
3. Obstruction: If a play is being made on the obstructed runner, or if the batter-runner is obstructed before touching first base, the ball is dead and all runners shall advance without liability to be put out, to the bases they would have reached, if, in the umpire's judgment, there had been no obstruction.

Pitching

1. A pitcher must be removed from the mound after hitting 3 batters in a single game. They cannot return in the same game if removed for hitting batters.
2. Balks will be called – no warnings.
3. Pitching warm-ups are restricted to 5 pitches or 1 minute while new mid-inning pitchers get 8 pitches.
4. Pitching past the maximum pitch limits or using an ineligible pitcher may result in the forfeiture of the game provided it is brought to the attention of the umpire during or immediately after the inning of discovery. The intent is to address and clarify the pitcher’s eligibility without penalty instead of waiting until the end of the game to question the pitcher’s eligibility.
5. 12:00 A.M. to 11:59 P.M. = a calendar day, regardless of the time the game was complete.

LYBSA Rest Requirements	Division	Max Pitches per <i>Day</i>
66 or more in a day = 4 calendar days of rest	12u	85
51-65 = 3 calendar days		
36-50 = 2 calendar days		
21-35 = 1 calendar day		
1-20 = no calendar days required		

**If the per day maximum is met, a pitcher may finish the batter (that has been started)*

Example: *If a pitcher starts a batter at 85 pitches and finishes the batter, their final pitch count would be 85 pitches. The Head Coach or designated scorekeeper will review and agree with the pitch count once the pitcher has been removed.*

Special Note: Max pitches are per day, not game, and only apply to the maximum number of pitches allowed per day, per age level. This does not apply to each threshold.

Pitcher to Catcher Rule

If a player delivers 41 or more pitches and is not covered under the threshold exception, the player may not play catcher for the remainder of that day. If a player played catcher previously and delivers 21 or more pitches, and is not covered under the threshold exception, the player may not play catcher the remainder of that day.

Pitching in Select & Rec.

Coaches are expected to adhere to the following pitch count rules in games outside of our league for safety of the players.

10u – No more than 75 pitches in a weekend (Saturday and Sunday total).

12u – No more than 85 pitches in a weekend (Saturday and Sunday total).

14u – No more than 95 pitches in a weekend (Saturday and Sunday total).

If the players meet or exceed this limit, then they are ineligible to pitch until the following Wednesday after the tournament play.

DIVISION: 14u BASEBALL LEAGUE RULES

- Roster Size: 10-12
 - Pitch Limit: 95 Pitches / Day
 - Selection: Draft
 - Player Protections: Max 11
 - Games Time: 1 hour 45 minutes - No new inning
 - Runs Per Inning: 8 Max
 - Run Rule: 15 after 3, 10 after 4, 8 after 5
1. 7 innings or no new inning to start after 1 hour & 45 minutes. If the time limit has been reached or either team is mathematically out of the game, the game will be called. In the event of a mathematical elimination before time expires, play will continue until time expires if both coaches agree to continue for player experience and development. **The score will be frozen at the point of mathematical elimination, managers will sign the official score card, and the umpire(s) shall continue to officiate play.**
 2. If a game is tied after the last full inning is complete, and time has run out, the game ends in a tie.
 3. Home Team takes the third-base dugout and keeps the official book. Visiting Team will keep the official pitch count. Both the Home Team and the Visiting Team are encouraged to compare each half-inning.
 4. Teams must have at least 8 players to play. If missing the 9th player, it will not count as an out when that spot comes up to bat. Players arriving late can be added to the bottom of the order (notify umpire and other team).
 5. If a team drops below 9 players because of a player ejection, the team will forfeit.
 6. Teams must bat their entire roster, and each player must bat once. There are free defensive substitutions.
 7. All players must wear a protective cup.
 8. Players will be given 90 seconds to get on and off the field each half inning in hopes to increase the number of innings played per game.

Number of coaches in the dugout during games:

14u: 4 coaches max including the head coach

SPORTSMANSHIP

- Good Sportsmanship by all participants, including opposing teams, is expected at all LYBSA events. Any unsportsmanlike behavior in the league—at practice or during a game or directed at an umpire—can result in a warning, restriction to the dugout, game ejection or a suspension of up to 2 games.
- **There is no profanity allowed at the complex.***
- **There is no alcohol allowed at the complex. ***
- **Any physical touch of a player that is obvious to not be encouraging will result in a 2 game suspension.***
- Coaches may not argue judgment calls made by the umpires.
- Any ejection will result in a league review of the incident as well as a 1 or 2 game suspension. Once ejected, the player, coach or parent/fan must leave the complex within 5 minutes or their team forfeits the game.
- Any verbal or physical attack on another person in or outside the game or at practice will result in a 2-game suspension. Physical attacks will be reviewed, and could result in removal from the league.
- All unsportsmanlike behavior, ejections or altercations will be reviewed by the Leander Parks and Recreation Athletics team.
- **Appeals of ejection suspensions are not allowed.***

OFFENSE—BATTING

1. The offense is permitted only one timeout per inning.
2. A batter must keep one foot in the batter's box when receiving coaching signs
3. Any player that is unable to take their official at bat will be out for the remainder of the game. No out will be recorded unless the team falls below 9 players or if the player was ejected.
4. Squeeze plays, as defined in the rules section, are NOT ALLOWED.
5. Safety squeeze plays are ALLOWED.
6. If, in the umpire's judgment, based on the perceived intent of the runner, the offensive team violated the rules related to squeezes and stealing home, the Head Coach will be given 1 warning.
7. No warning will be given to a player throwing the bat. The player will be called out. The ball will be ruled as a dead ball and all runners return to their base occupied at time of pitch. A player whose bat travels beyond an imaginary 10' circle around home plate or directly contacts the catcher or umpire will be deemed to have thrown their bat.
8. No slashing if a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is out, the runners go back to their bases, and the Head Coach is given a warning. On the second offense, the batter is out, the runners go back to their bases, and the Head Coach is ejected.
9. If players are used as base coaches, they must wear batting helmets.
10. A team shall be permitted a maximum of 5 runs in any 1/2 inning. The 1/2 inning shall end, and the other team shall bat.
Exception: If a batter hits a homerun OVER THE FENCE (not in the park) in any half-inning, that team will receive the benefit of all runs scored as a result of the home run. The "Grand Slam" effect will not be implemented for the last inning or time limit purposes.

***newly added for Spring '26**

OFFENSE—BASE RUNNERS

1. Pinch runners are allowed anytime for the pitcher or catcher of record or for a player injured during an at bat or while running. The last out will be the replacement runner. It does not have to be the last batted out just the last out. In the event there have been no outs yet recorded in the game there can be no substitute runner until there is an out recorded.
2. A courtesy runner can/may be used for the catcher with 2 outs.
3. Advancing to any base between pitches is ALLOWED.
4. Stealing home, as defined in the rules section, is NOT ALLOWED
5. Players may advance using a headfirst slide when advancing to a base and dive back to return to a base.
6. Runners must avoid contact with fielders unless they are sliding into a base- if the runner does not slide and contact is initiated the runner will be called out by the umpire. Intentional or malicious contact in the umpire's judgment will result in that player being ejected from the game.
7. Interference: interference is an act by a member of the team at bat which interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference.

DEFENSE

1. Catchers must use a catcher's mitt and wear league approved gear (including protective cup).
2. A manager or coach may go onto the playing field to talk to any player or players a maximum of one (1) time in a half-inning while the same player is pitching without making a pitching change. More than one (1) trip onto the playing field will require a pitching change, regardless of which player the manager or coach visits. The only exception to this rule is in case of injury and the umpire has called time.
3. Obstruction: If a play is being made on the obstructed runner, or if the batter-runner is obstructed before touching first base, the ball is dead and all runners shall advance without liability to be put out, to the bases they would have reached, if, in the umpire's judgment, there had been no obstruction.

Pitching

1. A pitcher must be removed from the mound after hitting 3 batters in a single game. They cannot return in

the same game if removed for hitting batters.

2. Balks will be called – no warnings.
3. Pitching warm-ups are restricted to 5 pitches or 1 minute while new mid-inning pitchers get 8 pitches.
4. Pitching past the maximum pitch limits or using an ineligible pitcher may result in the forfeiture of the game provided it is brought to the attention of the umpire during or immediately after the inning of discovery. The intent is to address and clarify the pitcher’s eligibility without penalty instead of waiting until the end of the game to question the pitcher’s eligibility.
5. 12:00 A.M. to 11:59 P.M. = a calendar day, regardless of the time the game was complete.

LYBSA Rest Requirements	Division	Max Pitches per Day
66 or more in a day = 4 calendar days of rest	14u	95
51-65 = 3 calendar days		
36-50 = 2 calendar days		
21-35 = 1 calendar day		
1-20 = no calendar days required		

**If the per day maximum is met, a pitcher may finish the batter (that has been started)*

Example: *If a pitcher starts a batter at 95 pitches and finishes the batter, their final pitch count would be 95 pitches. The Head Coach or designated scorekeeper will review and agree with the pitch count once the pitcher has been removed.*

Special Note: Max pitches are per day, not game, and only apply to the maximum number of pitches allowed per day, per age level. This does not apply to each threshold.

Pitcher to Catcher Rule

If a player delivers 41 or more pitches and is not covered under the threshold exception, the player may not play catcher for the remainder of that day. If a player played catcher previously and delivers 21 or more pitches, and is not covered under the threshold exception, the player may not play catcher the remainder of that day.

Pitching in Select & Rec.

Coaches are expected to adhere to the following pitch count rules in games outside of our league for safety of the players.

10u – No more than 75 pitches in a weekend (Saturday and Sunday total).

12u – No more than 85 pitches in a weekend (Saturday and Sunday total).

14u – No more than 95 pitches in a weekend (Saturday and Sunday total).

If the players meet or exceed this limit, then they are ineligible to pitch until the following Wednesday after the tournament play.

DIVISION: 16u BASEBALL LEAGUE RULES

- Roster Size: 10-12
 - Pitch Limit: 110 Pitches / Day
 - Selection: Draft
 - Player Protections: Max 11
 - Games Time: 1 hour 45 minutes - No new inning
 - Runs Per Inning: Unlimited
 - Run Rule: 15 after 3, 10 after 4, 8 after 5
1. 7 innings or no new inning to start after 1 hour & 45 minutes. If the time limit has been reached or either team is mathematically out of the game, the game will be called. In the event of a mathematical elimination before time expires, play will continue until time expires if both coaches agree to continue for player experience and development. **The score will be frozen at the point of mathematical elimination, managers will sign the official score card, and the umpire(s) shall continue to officiate play.**
 2. If a game is tied after the last full inning is complete, and time has run out, the game ends in a tie.
 3. Home Team takes the third-base dugout and keeps the official book. Visiting Team will keep the official pitch count. Both the Home Team and the Visiting Team are encouraged to compare each half-inning.
 4. Teams must have at least 8 players to play. If missing the 9th player, it will not count as an out when that spot comes up to bat. Players arriving late can be added to the bottom of the order (notify umpire and other team).
 5. If a team drops below 9 players because of a player ejection, the team will forfeit.
 6. Teams must bat their entire roster, and each player must bat once. There are free defensive substitutions.

Number of coaches in the dugout during games:

16u: 4 coaches max including the head coach

SPORTSMANSHIP

- Good Sportsmanship by all participants, including opposing teams, is expected at all LYBSA events. Any unsportsmanlike behavior in the league—at practice or during a game or directed at an umpire—can result in a warning, restriction to the dugout, game ejection or a suspension of up to 2 games.
- **There is no profanity allowed at the complex.***
- **There is no alcohol allowed at the complex. ***
- **Any physical touch of a player that is obvious to not be encouraging will result in a 2 game suspension.***
- Coaches may not argue judgment calls made by the umpires.
- Any ejection will result in a league review of the incident as well as a 1 or 2 game suspension. Once ejected, the player, coach or parent/fan must leave the complex within 5 minutes or their team forfeits the game.
- Any verbal or physical attack on another person in or outside the game or at practice will result in a 2-game suspension. Physical attacks will be reviewed, and could result in removal from the league.
- All unsportsmanlike behavior, ejections or altercations will be reviewed by the Leander Parks and Recreation Athletics team.
- **Appeals of ejection suspensions are not allowed.***

OFFENSE—BATTING

1. The offense is permitted only one timeout per inning.
2. A batter must keep one foot in the batter's box when receiving coaching signs
3. Any player that is unable to take their official at bat will be out for the remainder of the game. No out will be recorded unless the team falls below 9 players or if the player was ejected.
4. Squeeze plays, as defined in the rules section, are ALLOWED.
5. Safety squeeze plays are ALLOWED.
6. If, in the umpire's judgment, based on the perceived intent of the runner, the offensive team violated the rules related to squeezes and stealing home, the Head Coach will be given 1 warning.
7. No warning will be given to a player throwing the bat. The player will be called out. The ball will be ruled as a dead ball and all runners return to their base occupied at time of pitch. A player whose bat travels beyond an imaginary 10' circle around home plate or directly contacts the catcher or umpire will be deemed to have thrown their bat.
8. No slashing if a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is out, the runners go back to their bases, and the Head Coach is given a warning. On the second offense, the batter is out, the runners go back to their bases, and the Head Coach is ejected.
9. If players are used as base coaches, they must wear batting helmets.

***newly added for Spring '26**

OFFENSE—BASE RUNNERS

1. Pinch runners are allowed anytime for the pitcher or catcher of record or for a player injured during an at bat or while running. The last out will be the replacement runner. It does not have to be the last batted out, just the last out. In the event there have been no outs yet recorded in the game there can be no substitute runner until there is an out recorded.
2. A courtesy runner can/may be used for the catcher with 2 outs.
3. Advancing to any base between pitches is ALLOWED.
4. Stealing home, as defined in the rules section, is ALLOWED
5. Players may advance using a headfirst slide when advancing to a base and dive back to return to a base.
6. Runners must avoid contact with fielders unless they are sliding into a base- if the runner does not slide and contact is initiated the runner will be called out by the umpire. Intentional or malicious contact in the umpire's judgment will result in that player being ejected from the game.
7. Interference: interference is an act by a member of the team at bat which interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference.

DEFENSE

1. Catchers must use a catcher's mitt and wear league approved gear (including protective cup).
2. A manager or coach may go onto the playing field to talk to any player or players a maximum of one (1) time in a half-inning while the same player is pitching without making a pitching change. More than one (1) trip onto the playing field will require a pitching change, regardless of which player the manager or coach visits. The only exception to this rule is in case of injury and the umpire has called time.
3. Obstruction: If a play is being made on the obstructed runner, or if the batter-runner is obstructed before touching first base, the ball is dead and all runners shall advance without liability to be put out, to the bases they would have reached, if, in the umpire's judgment, there had been no obstruction.

Pitching

1. A pitcher must be removed from the mound after hitting 3 batters in a single game. They cannot return in the same game if removed for hitting batters.
2. Balks will be called – no warnings.
3. Pitching warm-ups are restricted to 5 pitches or 1 minute while new mid-inning pitchers get 8 pitches.
4. Pitching past the maximum pitch limits or using an ineligible pitcher may result in the forfeiture of the game provided it is brought to the attention of the umpire during or immediately after the inning of discovery. The intent is to address and clarify the pitcher’s eligibility without penalty instead of waiting until the end of the game to question the pitcher’s eligibility.
5. 12:00 A.M. to 11:59 P.M. = a calendar day, regardless of the time the game was complete.

LYBSA Rest Requirements	Division	Max Pitches per Day
86 or more in a day = 4 calendar days of rest	16u	110
66-85 = 3 calendar days		
46-65 = 2 calendar days		
31-45 = 1 calendar day		
1-30 = no calendar days required		

**If the per day maximum is met, a pitcher may finish the batter (that has been started)*

Example: *If a pitcher starts a batter at 110 pitches and finishes the batter, their final pitch count would be 110 pitches. The Head Coach or designated scorekeeper will review and agree with the pitch count once the pitcher has been removed.*

Special Note: Max pitches are per day, not game, and only apply to the maximum number of pitches allowed per day, per age level. This does not apply to each threshold.

DISCIPLINARY POLICY

Leander Youth Baseball and Softball Alliance (LYBSA) expects all participants (players, managers, coaches, umpires, spectators, and all volunteers associated with the League) to exhibit acceptable behavior on and off the field or while on the property of the LYBSA complex.

Aggressive behavior (fighting, hitting or other acts of aggression) or other unacceptable behavior (foul language, tobacco, alcohol, or any other offensive behavior) will not be tolerated by LYBSA. Participants involved in unacceptable behavior of this type will be subject to disciplinary action as dictated by LYBSA Policy and Leander Parks and Recreation.

The **Leander Parks and Recreation Athletics team** reserves the right to set punishment according to the seriousness of the offense up to and including suspension from participation in any LYBSA related activity. The ruling of the **Leander Parks and Recreation Athletics team** will be final.

It is the sincere hope of the LYBSA staff and its members that no participant will display any form of unacceptable behavior, however, should the situation arise, this disciplinary policy will be enforced. **ALL** participants involved in unacceptable behavior will be disciplined on an individual basis as determined by the guidelines established by CenTex, Diamond, Parks and Recreation and as applied by the **Leander Parks and Recreation Athletics team**.

When a manager, fan, coach, or player is ejected from a game, they shall leave the premises immediately and take no further part in that game. They **MAY NOT** sit in the stands and **MAY NOT** be recalled.

Special Note: Any manager, coach or player: Ejections from any game may result in loss of eligibility of any and/or all All-Star and Advisory Team privileges.

TAUNTING THE PITCHER/BATTER

It is considered unsportsmanlike conduct for anyone (fans, players, coaches) to taunt a pitcher or batter. Taunting includes, but is not limited to, yelling "swing" to a batter or "balk" to a pitcher. In the event this occurs, the umpire will allow any play to complete, call time, and award a "ball" (if offense was towards the batter) or a "strike" (if offense was towards the pitcher). In the event the ball was put into play by a taunted batter or a passed ball by a taunted pitcher, the umpire shall allow the offended Head Coach to decide to keep the result of the play or nullify that pitch/play and replace it with a ball or a strike.

- First offense also gets the offending head coach a warning
- Second offense is a dugout restriction
- Third offense is an ejection

WEATHER GUIDELINES

Should the lightning alarm sound, or lightning be detected per the Weather Widget, all players and coaches should immediately clear the field to their vehicles. Lightning will be monitored through the Weather Widget on the Leander TeamSideline website. (<https://teamsideline.com/leander>)

No play may resume, or any players take the field, as long as the red timer is displayed. Once the Weather Widget displays "Clear" with a green check mark, Coaches and players may return to the field and resume play at the Umpire's discretion. Umpires and LYBSA President have full authority to clear fields/call games, due to weather, should it be necessary to maintain safety.

Delays: In the event of weather-related delays (e.g., lightning, rain), games will either be called or rescheduled based on their level of completion (see page 9 for details).

Weekday games: Game 1 may be delayed up to 1 hour (up to 2 full lightning strike delays), Game 2 may be delayed up to 30 minutes (up to 1 full lightning strike delay)

Exception: If game time is to begin later than 8:30pm, then the game will be rescheduled.

There will be no delays available if game 2 begins at 8:30pm.

Weekend games: Games may be delayed up to 1 hour (up to 2 full lightning strike delays)

TOURNAMENT RULES

Anything not covered in the tournament rules is played per the Leander Youth Baseball Handbook rules.

All Divisions – Pitching for the tournament will be per the regular season guidelines for rest/pitch count requirements as stated on the Leander Youth Baseball Handbook.

10u-14u Divisions (Forfeits)

Because it interferes with the integrity of the tournament, any team that forfeits a single tournament game will be disqualified for the remainder of the tournament.

Defensive Rotations

Each player must play at least six outs per game and complete at least one (1) at bat.

Note: There are no required IF/OF rotations for 8u in tournaments.

Bracket Play

Teams are expected to field their own team. Teams can play with a minimum of 8 players without an out or forfeit. Pool/pickup players are not allowed unless special circumstances arise and are approved by the board prior to the start of tournament play.

If a pick-up player is granted, they must be chosen from the given pool of players:

- Eligible to play in the league.
- Within the same age division—**same subdivision first, then open to entire age division.***
- Was not a part of an All Star roster during the past one (1) calendar year.

TIE GAMES

In Bracket Play: If the score is tied after regulation time or regulation innings, the Texas tie breaker will be used until a winner is determined.

The inning begins with bases loaded and one out. The last three batters from the previous inning will occupy the bases: last batter at 1st base, second to last better at 2nd base, third to last batter at 3rd base. Each team has an opportunity to bat. The game ends when one team is ahead at the end of an inning. No courtesy runners allowed for these runners.

COMPLETE GAMES

If weather creates delays, after 1 hour of delay, the game will be reviewed for completion eligibility. Complete games are considered to be:

- 6uMod-12u: 2½ innings if the home team is ahead, 3 if the visiting team is ahead
- 14u: 3½ innings if the home team is ahead, 4 if the visiting team is ahead

END OF SEASON:

Seeding for teams tied after the end of regular season games will be decided by:

1. Points earned (2 for a win, 1 for ties, 0 for loss)
2. Head-to-Head (thrown out if more than two teams are involved in the tie—skip to #4)
3. Head-to-Head Run Differential (if teams played each other more than once)
4. Run Differential
5. Total Runs For
6. Total Runs Against
7. Lowest Number of Forfeits
8. Coin Toss

***newly added for Spring '26**

TOURNAMENT SET UP

Single and double elimination brackets will be used depending on the number of teams and per division, determined by the league.

END OF SEASON:

Each division will play either a single or double elimination bracket. Teams will be seeded into the bracket by their regular season game record.

- Home team will be decided based on the higher seed from regular season.
**Except in the event of the Winner's Bracket meets the Consolation Bracket. In this event, the team from the Winner's Bracket will be the home team.
- If the "if-necessary" game is played, the higher seed from regular season will be home team.

Playing to time: We will play the full time for the Tournament. Once time has expired; if the away team is batting and is ahead or behind by more than 5 runs currently or coming into the inning, once the current batter completes, they're at bat, the game will end; if the home team is batting and cannot play to a tie or win, once the current batter completes, they're at bat, the game will end.

Last 10 Minutes of play: Pitching substitutions will not be allowed in the last 10 min of play unless the pitcher has reached their daily maximum limit. "Time" will not be given to coaches, except for removing a pitcher that has reached their daily maximum limit or has a major injury.

Ejection by a fan or coach will result in a league review of the incident as well as a 2- game suspension so that the league can investigate the situation. The fan or coach must immediately leave the complex within 5 minutes of an ejection, or their team forfeits the game.

If the coach has another game for another team on a different day. The coach may coach that game and is only suspended from the division they were ejected from. Any verbal or physical attack on another person in or outside the game will result in a 2- game suspension. For a physical attack a review will also be held by the **Leander Parks and Recreation Athletics team**.

Any player ejected from the game will be suspended from the rest of that game and will have five (5) minutes to leave the Benbrook Park Facilities. The player will be suspended at a minimum for the next game, (the **Leander Parks and Recreation Athletics team** will decide if multiple game suspension is necessary) but are allowed to come and sit in the stands (not the dugout) and cheer on their team. Ejections CANNOT be protested but each one will be investigated by the league.

The head coach is the only representative from the team that can speak to the umpire about calls.

Substitutions must go through the umpires.

Tournament Run Rule:

- 15 after 3 complete innings
- 10 after 4 complete innings
- 8 after 5 complete innings

PITCHING past the maximum pitch limits or using an ineligible pitcher may result in the forfeiture of the game provided it is brought to the attention of the umpire during or immediately after the inning of discovery. The intent is to address and clarify the pitcher’s eligibility without penalty instead of waiting until the end of the game to question the pitcher’s eligibility

League Rest Requirements for Pitchers

Max pitches per day

66 or more pitches in a day	4 calendar days rest	14u - 95
51-65 pitches in day	3 calendar days rest	12u - 85
36-50 pitches in a day	2 calendar days rest	10u - 75
21-35 pitches in a day	1 calendar day rest	
1-20 pitches in a day	0 calendar day rest	

*Pitchers who are at their max pitches may finish a batter already started. The pitch count recorded will be what they started the batter at. The umpire should write this pitch count on the card, and it is the coach’s responsibility to confirm it is properly noted when signing the card.

Each game will need an official pitch counter provided by the visiting team. The official pitch counter will not be allowed to be in the dugout for games. Coaches/team representative should meet between innings to verify counts reported to the umpire, which are then reported on the scorecards.

Pitching in Select & Rec.

Coaches are expected to adhere to the following pitch count rules in games outside of our league for safety of the players.

10u – No more than 75 pitches in a weekend (Saturday and Sunday total).

12u – No more than 85 pitches in a weekend (Saturday and Sunday total).

14u – No more than 95 pitches in a weekend (Saturday and Sunday total).

If the players meet or exceed this limit, then they are ineligible to play until the following Wednesday after the tournament play.

WEATHER GUIDELINES

- In the event of lightning or rainouts, it is possible the tournament could be shortened to single elimination and/or rescheduled for a later date.
- Delays:** In the event of weather-related delays (e.g., lightning, rain), games will either be called or rescheduled based on their level of completion (see page 44 for details).
 - Weekday games:** Game 1 may be delayed up to 1 hour (up to 2 full lightning strike delays), Game 2 may be delayed up to 30 minutes (up to 1 full lightning strike delay)
 - Exception:* If game time is to begin later than 8:30pm, then the game will be rescheduled. There will be no delays available if game 2 begins at 8:30pm.
 - Weekend games:** Games may be delayed up to 1 hour (up to 2 full lightning strike delays)
- Should the lightning alarm sound, or lightning be detected per the Weather Widget, all players and coaches should immediately clear the field to their dugout. Lightning will be monitored through the Weather Widget on the Leander TeamSideline website. (<https://teamsideline.com/leander>)

No play may resume, or any players take the field, as long as the red timer is displayed. Once the Weather Widget displays “Clear” with a green check mark, Coaches and players may return to the field and resume play at the Umpire’s discretion. Umpires and Tournament Committee have full authority to clear fields/call games, due to weather, should it be necessary to maintain safety.