

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



*Updated as of January 2025

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SOFTBALL STRUCTURE AND RULES

Our LYBSA Softball league comprises the following divisions:

- 6u Tee-Ball
- 8u Coach Pitch
- 10u
- 12u
- 14u

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.

Head coaches can freely save or select up to the max players on a roster (12 for 8u, 11 for 10u, 11 for 12u, and 11 for 14u).

Players not saved to a team will go through 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.

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

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

LEAGUE AGE STRUCTURE

| DIVISION | BIRTH DATE |
|----------------|--|
| 6u Tee-Ball | 5 to 6 YR as of January 1 st 2025 |
| 8u Coach Pitch | 7 to 8 YR as of January 1 st 2025 |
| 10u | 9 to 10 YR as of January 1 st 2025 |
| 12u | 11 to 12 YR as of January 1 st 2025 |
| 14u | 13 to 14 YR as of January 1 st 2025 |

- **Player may not play outside their designated age group except as noted below:**
 - **Player has played at least two seasons in current division.**
 - **Player was on an All-Star team and played at least one season in current division.**
- **Parents can email bgreene@leandertx.gov and request an appeal to move up through tryouts.**
- **Players may not play down for their age.**
- **Birth Certificates are required for all players for 8u Coach Pitch and above.**

COACHES

Head coaches are selected through an application process and approved by the LYBSA Board and Advisory Team. All coaches must pass a background check. 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.

Coaches are selected based on the number of registered players returning to their team for the current season, their reputation within the league, and their softball knowledge as well as their ability to teach the fundamentals of the game.

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

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.

| LEAGUE | # OF PLAYERS PER TEAM | Fall Season | Spring Season |
|----------------|-----------------------|-------------|---------------|
| 6u Tee-Ball | 12 | N/A | N/A |
| 8u Coach Pitch | 12 | Max 12 | Max 12 |
| 10u Kid Pitch | 11 | Max 11 | Max 11 |
| 12u Kid Pitch | 11 | Max 11 | Max 11 |
| 14u Kid Pitch | 11 | Max 11 | Max 11 |

*New coaches in the can bring a full team amount and will be chosen after returning coaches (if spots are available).

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

Tryouts

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

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

If a player does not attend tryouts, he/she will be assigned to a team through a "hat pick". The player's name will be placed in a hat, or some other randomization process, and selected by a coach.

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. Pitch and catch if applicable.
- 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.
- The player's individual scores will be averaged together and be accessible by coaches at the draft.
- 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. *
- Team selection order will be based on pulling a number from a hat, or other randomized process.
- Only 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 league 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 on a team.
- 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 were selected for, with the exception of the rule above. *
- Coaches can trade after the draft up to 1hr 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.
- The league does not make exceptions for carpooling or friend requests after 6u Tee-Ball.
- 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.

***newly added for Spring '25**

Field Dimensions

| Division | Base Distance | Pitching Distance | Playing Time | Innings |
|----------------|---------------|-------------------|-----------------|---------|
| 6u Tee-Ball | 55' | N/A | 1 HOUR | 6 |
| 8u Coach Pitch | 55' | 40' | 1 HOUR | 6 |
| 10u | 60' | 35' | 1 HOUR & 15 MIN | 6 |
| 12u | 60' | 40' | 1 HOUR & 15 MIN | 6 |
| 14u | 60' | 43' | 1 HOUR & 15 MIN | 7 |

Runs

| Division | Max Runs Per Inning | Run Rules | Complete Game |
|----------------|---------------------|---------------------------------------|---------------|
| 6u Tee-Ball | 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 | 5 per inning | 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).

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

- Bat shall be a smooth cylinder with a knob. Only bats that pass through a 2 ¼" diameter bat ring are legal.
- Each bat shall be no more than 2 ¼" in diameter at it's thickest part, no longer than 34" in length, and shall not exceed 38 ounces in weight.
- No devices, wrappings, or other attachments shall be attached that cause the handle to be flush with the knob.
- All bats must bear the USA/ASA approved certification mark.
- Any altered bats are deemed illegal and may not be used.

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: Allowed

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.
- Score cards are final once they have been signed. If not signed it is assumed the coach agrees with the official score card.

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:

- Eligible to play in the league.
 - Within the same age division.
 - 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.

Equipment

- Face Mask Rules:

- 6u – All positions must wear a face mask while playing on the field.
- 8u – All positions must wear a face mask while playing on the field.
- 10u – All Infield positions (including pitcher) must wear a face mask while playing on the field. Outfield positions have the option.
- 12u – All Infield positions (including pitcher) must wear a face mask while playing on the field. Outfield positions have the option.
- 14u – Pitchers must wear a face mask while playing on the field. Infielders are *STRONGLY* encouraged. Outfielders have the option.

Note: We recommend each player have a face mask in case other league's rules differ from ours.

- No metal cleats are allowed

Exception: 14u softball allows metal cleats, except pitchers while on the pitching mat.

We recommend having a pair of rubber cleats just in case other league rules do not allow for metals in 14u.

DIVISION: SOFTBALL LEAGUE RULES FOR 5 & 6 YEAR OLD 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. An 11" softball will be used.
2. Catchers are required to wear a catcher's helmet or batter's helmet with a facemask and a chest protector.
3. If the time limit of an hour has been reached the teams will finish the inning.
4. All players will be used in the field. Extra players will be used in the outfield.
5. 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.
6. 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.
7. 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.
8. Outfielders must be positioned in the grass of the outfield.
9. The pitcher will be positioned on the pitching rubber, and stay on the rubber, until the ball is hit. Should the pitcher leave the pitching rubber:
 - There will be no penalty if the ball is hit and the batter and runners advance at least one base without a put out.
 - If an out is made, then the play is dead and batter and all runners will advance one base from the base they occupied.
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 2nd base advancement.
12. Teams must bat their entire roster.
13. Each batter will receive up to 3 swings off the tee. If all swings after are a foul ball the batter can hit again.
14. Coaches are responsible for removing the tee during a play at home plate.
15. 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.

16. 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.
17. The ball must cross the IN BOUND line 10 ft in front of home plate or it will be a foul ball.
18. 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.
19. 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.
20. There will be no head-first slides when advancing a base. Diving back to a base is allowed.
21. 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.
22. 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.
23. The batters' feet must be completely within the batter's box at the time the ball is contacted.
24. The Head coaches will be the umpires for the game. If there is a questionable play, the head coaches must come together to find a reasonable call before the game moves on.
25. Teams will play a max of 8 games a season and 1 practice a week not exceeding one hour.
26. Scores or rankings won't be kept for this division. There will be an umpire—these will be newer umpires that are learning. All parents, players, and coaches are expected to treat them with respect and encouragement. Repercussions will be implemented should this not happen.
27. Coaches are expected to encourage and model good sportsmanship within their team.
28. 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.
29. 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.

Number of coaches in the dugout during games:

6u: 4 coaches max including the head coach

DIVISION: 8u SOFTBALL LEAGUE RULES

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

1. An 11" softball will be used.
2. 6 innings or no new inning to start after 1 hour. 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.**
3. If a game is tied after the last full inning is complete, and time has run out, the game ends in a tie.
4. 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.
5. 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).
6. If a team drops below 9 players because of a player ejection, the team will forfeit.
7. Teams must bat their entire roster. There are free defensive substitutions.
8. 4 coaches max allowed in the dugout during a game- including the head coach.
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.

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.
- 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.
- All unsportsmanlike behavior, ejections or altercations will be reviewed by the LYBSA Discipline Committee.

OFFENSE—BATTING

1. Batters receive a total of 4 pitches or 3 strikes; whichever comes first. Umpires will call swinging strikes only and 3 strikes will be an out. The fourth pitch, unless hit fair or foul, will be an out.
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 an imaginary 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.

OFFENSE—BASE RUNNERS

1. The play is dead when the LEAD runner has stopped/hesitated forward progress and the fielder 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 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. Pinch 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 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 3 feet to one side of the pitching rubber, and not in front of the coach pitcher.
3. The catcher position must always be played; catcher must be in full gear.
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 3rd base coach.
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 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; 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 field upon contact, avoiding the play. A batted ball that hits a coach pitcher will be considered no pitch, runners do not advance.
5. Coach pitchers cannot be voluntarily changed in the middle of an inning.

DIVISION: 10u SOFTBALL LEAGUE RULES

- Roster Size: 11-12
- Selection: Draft
- Player Protections: Max 11
- Games Time: 1 hour & 15 minutes - No new inning
- Runs Per Inning: 5
- Run Rule: 15 after 3, 10 after 4, 8 after 5

1. An 11" softball will be used.
2. 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.**
3. If a game is tied after the last full inning is complete, and time has run out, the game ends in a tie.
4. 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.
5. 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).
6. If a team drops below 9 players because of a player ejection, the team will forfeit.
7. Players must bat once and play 6 outs. Free substitutions.
8. Team must bat their entire roster. 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 are allowed.

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.
- 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.
- All unsportsmanlike behavior, ejections or altercations will be reviewed by the LYBSA Discipline Committee.

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.
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

- Pitchers will begin at the mound marked at 35'.

Prior to the delivery of the pitch, the pitcher should:

1. Take position with pivot foot on the pitching rubber, and the non-pivot foot on or behind the pitching rubber. Both feet must be on the ground within 24" of the pitching rubber. Hands should be separated and the ball can be in either the pitching hand or glove.
2. Pitcher shall come together with her hands and not hold for longer than 10 seconds before releasing the ball.

The pitch begins once one hand has been taken off the ball or the pitcher makes any motion after the hands have been brought together.

1. The pivot foot may remain in contact with or may push off and drag way from the pitching rubber before the front foot touches the ground.
2. The pitcher may now have both feet off the ground at the same time as long as both feet remain within the 24" width of the pitching rubber and the pitcher does not replant the pivot foot.
3. Pushing off or replanting of the pivot foot is an illegal pitch.

DIVISION: 12u SOFTBALL LEAGUE RULES

- Roster Size: 10-12
- Selection: Draft
- Player Protections: Max 11
- Games Time: 1 hour & 15 minutes - No new inning
- Runs Per Inning: 5
- Run Rule: 15 after 3, 10 after 4, 8 after 5

1. A 12" softball will be used.
2. 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.**
3. If a game is tied after the last full inning is complete, and time has run out, the game ends in a tie.
4. 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.
5. 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).
6. If a team drops below 9 players because of a player ejection, the team will forfeit.
7. Players must bat once and play 6 outs. Free substitutions.
8. No metal cleats are allowed.

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.
- 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.
- All unsportsmanlike behavior, ejections or altercations will be reviewed by the LYBSA Discipline Committee.

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 are ALLOWED.
5. 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.
6. 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.
7. 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.
8. If players are used as base coaches, they must wear batting helmets.
9. 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 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.
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

- Pitchers will begin at the mound marked at 40'.

Prior to the delivery of the pitch, the pitcher should:

1. Take position with pivot foot on the pitching rubber, and the non-pivot foot on or behind the pitching rubber. Both feet must be on the ground within 24" of the pitching rubber. Hands should be separated and the ball can be in either the pitching hand or glove.
2. Pitcher shall come together with her hands and not hold for longer than 10 seconds before releasing the ball.

The pitch begins once one hand has been taken off the ball or the pitcher makes any motion after the hands have been brought together.

1. The pivot foot may remain in contact with or may push off and drag way from the pitching rubber before the front foot touches the ground.
2. The pitcher may now have both feet off the ground at the same time as long as both feet remain within the 24" width of the pitching rubber and the pitcher does not replant the pivot foot.
3. Pushing off or replanting of the pivot foot is an illegal pitch.

DIVISION: 14u SOFTBALL LEAGUE RULES

- Roster Size: 10-12
- Selection: Draft
- Player Protections: Max 11
- Games Time: 1 hour & 15 minutes - No new inning
- Runs Per Inning: 5 Max
- Run Rule: 15 after 3, 10 after 4, 8 after 5

1. A 12" softball will be used.
2. 7 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.**
3. If a game is tied after the last full inning is complete, and time has run out, the game ends in a tie.
4. 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.
5. 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).
6. If a team drops below 9 players because of a player ejection, the team will forfeit.
7. Players must bat once and play 6 outs. Free substitutions.
8. Metal cleats are allowed.
Exception: No metal cleats are allowed on the pitching mat.

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.
- 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.
- All unsportsmanlike behavior, ejections or altercations will be reviewed by the LYBSA Discipline Committee.

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 are ALLOWED.
5. 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.
6. 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.
7. 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.
8. If players are used as base coaches, they must wear batting helmets.
9. 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 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.
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

- Pitchers will begin at the mound marked at 43'.

Prior to the delivery of the pitch, the pitcher should:

1. Take position with pivot foot on the pitching rubber, and the non-pivot foot on or behind the pitching rubber. Both feet must be on the ground within 24" of the pitching rubber. Hands should be separated and the ball can be in either the pitching hand or glove.
2. Pitcher shall come together with her hands and not hold for longer than 10 seconds before releasing the ball.

The pitch begins once one hand has been taken off the ball or the pitcher makes any motion after the hands have been brought together.

1. The pivot foot may remain in contact with or may push off and drag way from the pitching rubber before the front foot touches the ground.
2. The pitcher may now have both feet off the ground at the same time as long as both feet remain within the 24" width of the pitching rubber and the pitcher does not replant the pivot foot.
3. Pushing off or replanting of the pivot foot is an illegal pitch.

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 LYBSA Board of Directors (Disciplinary Committee) 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 LYBSA Board of Directors 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, Pony, Parks and Recreation and as applied by the LYBSA Disciplinary Committee.

When a manager, fan, coach, or player is ejected from a game, they shall leave the field 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 "illegal pitch" 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 HC 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 a dugout restriction
- Third offense an ejection

RAIN-OUT 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 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 LYBSA President have full authority to clear fields/call games, due to weather, should it be necessary to maintain safety.

TOURNAMENT RULES

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

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.
- 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 batter 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.

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)
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

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 LYBSA Discipline Committee.

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 discipline committee 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

Rain-out Guidelines

1. 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.
2. 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.

****All rules that are not covered in our handbook, we will refer to PONY's handbook.**