

Lakeview Playground

9/10 Baseball Rules Summer 2026

Game Time: 1:15 (75 minutes). No new inning will start after 1:05 (65 minutes) past the scheduled game start time. A complete game is 6 innings.

Run limit: A flat 5-run maximum limit applies to innings 1 and 2. Beginning with the 3rd inning, there is no maximum run limit. A team must get 3 outs to end the half inning.

Run Rule: If a team is winning by 15 runs after 3 complete innings or by 8 or more runs after 4 or 5 complete innings, the run-rule will go into effect and the game is ended.

Game Records: The home team is responsible for keeping the scorebook and entering the final game score into Playmetrics. If a final score is disputed, the team challenging the game score must discuss the reason for the dispute and provide supporting details from the scorebook. No supporting details are required if both head coaches concur that the disputed game score is due to an entry error in Playmetrics.

Players on Field/in Lineup/at Game: All players will bat in a continuous lineup. 10 players are allowed on defense, with the 10th player allowed as a 4th outfielder only. A player may not sit out on defense for more than 1 consecutive inning. A minimum of 7 players are required for a game to count for standings. A team with less than 7 players available at the scheduled start time will forfeit the game. Teams can use game time to scrimmage if below the required minimum number of players. The game will be recorded as a 1-0 win for the non-forfeiting team. Players that arrive late shall be added to the bottom of the batting lineup.

Infield Fly Rule: No infield fly rule is in effect.

Dropped Third Strike: No dropped third strike rule is in effect.

Leading & Stealing: Leading is not allowed. Runners cannot leave the base until the ball passes home plate. One warning will be given per team, and any future base runner that leaves the base before the pitch crosses or home plate or the ball is put into play will be called out.

Runners may steal 2nd or 3rd base. Runners may not steal home unless the catcher makes any attempt (throw) to any player other than the pitcher. A missed (or poorly thrown) ball back to the pitcher does NOT constitute an attempt to throw to a player other than the pitcher. Examples of leading and stealing situations shown on next page.

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Leading & Stealing Examples:

Runners on 1st and 3rd. Runner on 1st attempts to steal 2nd. Catcher attempts to throw the runner out at 2nd. The runner on 3rd may attempt to steal home.

Runner on 1st : Runner attempts to steal 2nd. Catcher attempts to throw the runner out at 2nd and overthrows into the outfield. The runner may continue attempting to advance by stealing 3rd base and home.

Approved Bats: USA Stamped bats with a maximum 2 5/8” diameter are the only bats permitted. *Penalty:* If 1 pitch is thrown to the hitter, regardless of the outcome of that pitch, the hitter will be called out immediately. If the hitter puts the ball in play or the runners advance on any pitch of that at bat, the hitter will be immediately called “out” and the rest of the play will be considered a “dead ball” situation with all runners returning to where they were prior to that at bat. (This is a safety issue so please ensure no hitters are using bats other than those which have been deemed legal).

Bunting: Bunting and fake bunting are allowed. “Slash bunting” (Squaring around to bunt, pulling the bat back and then swinging) is NOT allowed. This is a safety issue and no warnings will be given. *Penalty:* Slash bunting will result in the batter being called out (even if attempting unsuccessfully to slash bunt) and all runners will return to where they were prior to the at bat.

Batting Out of Order: If a player bats out of order, it must be announced by the opposing team. If the player batting out of turn has not completed the at-bat when notification is given, the correct batter will take on that at bat immediately and receive the pitch count for the hitter who was out of turn. The rest of the lineup falls into the correct order from there.

If it is not determined that a batter hit out of turn until the at- bat is completed:

- 1) Batter reached base safely, no pitch thrown to next batter: An out is recorded for the out-of-turn batter in the lineup, and all other runners (if any) go back to the base where they were on when the out-of-turn batter’s at-bat started.
- 2) Batter reached base safely, one or more pitches have been thrown to the next batter: The result of the “out of turn” batter’s at-bat counts and play moves on, with the correct player for that spot in the lineup taking the place of the out-of-turn batter on the base.

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Judgment Calls: Many judgment calls will be made by the umpire. Please respect the umpire's call, as all judgment calls are final.

Bookkeeping/Scoreboard/Dugouts: Home team will be responsible for keeping the book, and visiting team will control the scoreboard. Home team, please take the dugout labeled, "Home." Visiting team, please use the dugout labeled, "Visitors."

Pitching Rules/Limits:

Pitchers are limited to 4 innings per league week. A league week runs from Sunday-Sunday. Pitch counts will not be used. A pitcher that is relieved from pitching may not pitch again in the same game.

An inning counts toward a pitcher's 4-inning-per-week maximum if:

- 1) The pitcher records at least 1 out in that inning OR
- 2) The pitcher faces 2 or more batters before the half-inning ends due to run limit

Example 1: Game score 0-0, 2 outs, top of 1st inning, bases loaded. The starting pitcher is relieved. Reliever strikes out the next batter. The third out ends the half-inning. This counts as one inning pitched for the starting pitcher, and as one inning pitched for the reliever.

Example 2: Game Score 3-0, 0 outs, bases loaded, top of 1st inning. The starting pitcher is relieved. The reliever gives up a base hit to the first batter he faces, and 2 runs score. The half-inning ends. This counts as an inning pitched for the starter, but does not count as an inning pitched for the reliever because he only faced 1 batter.

Field Dimensions: Bases are 65ft. apart. Pitching distance is 46ft.

Playoff Seeding: All teams qualify for the playoffs. Playoff seedings are determined by

1. Number of wins
2. Win/Loss Percentage
3. Least runs allowed
4. Coin Flip

Lakeview Code of Conduct and Discipline Plan for Players, Coaches, Parents and Spectators

This Code of Conduct and Discipline Plan applies to all Lakeview players, coaches, parents and spectators.

1. Purpose

The Code of Conduct is intended to place a renewed emphasis on parents, players, and coaches abiding by the rules and regulations of the game. It is expected that everyone will maintain a cooperative attitude while upholding the ideals of sportsmanship and promoting a safe, respectful, and enjoyable environment for youth sports participants. Always remember that this is a youth sports organization and that the game is for children and not for adults.

This Code of Conduct also includes a discipline plan which outlines behavioral expectations and consequences for players, coaches, and parents. This policy supports positive development, accountability, and community standards.

2. Core Expectations

Six Pillars of Character:

- Trustworthiness
- Respect
- Responsibility
- Fairness
- Caring
- Good Citizenship

For Players:

- Demonstrate respect for teammates, opponents, coaches, and officials.
- Refrain from using profanity, taunting, or unsportsmanlike conduct.
- Attend practices and games consistently.
- Accept decisions by officials without protest.
- Always follow team and league rules.
- Not use any form of intimidation or bullying against another player, coach or umpire.

For Coaches:

- Model good sportsmanship always.
- Encourage effort, teamwork, and discipline over winning at all costs.
- Refrain from yelling at players, officials, or opponents.
- Communicate constructively with parents and league staff.
- Never physically or verbally abuse players or referees.
- Only the head coach may approach an official to question a call.
- Coaches have tremendous influence, for either positive or negative on the education of the player and, thus, shall never place the value of winning above the value of instilling the highest ideals of character.

Parent Code of Conduct

Parents play an essential role in supporting their children in sports. To create a safe, positive, and family-friendly environment, all parents must follow this Code of Conduct.

Expectations:

- Remember that youth sports are for children to learn and have fun — not for adult competition.
- Be a positive role model by showing respect for players, coaches, officials, and spectators always.
- Encourage sportsmanship, teamwork, and fair play.
- Never use profanity, taunt, or show unsportsmanlike conduct toward officials, coaches, players, or other parents.
- Support coaches and referees; do not confront or question them during games. Concerns should be discussed calmly later.
- Help ensure a safe environment by keeping the fields and stands free of drugs, alcohol, tobacco, and litter.
- Respect league rules, including equipment use, dugout/field restrictions, and helmet requirements.
- Teach children to play by the rules, respect others, and handle mistakes with maturity.
- Never ridicule or yell at a child — yours or others — for mistakes or losses.
- Emphasize effort, skill development, and fun over winning.

3. Discipline Framework

Important Rule Regarding Officials:

- Only the head coach is permitted to question a referee's decision.
- Any assistant coach, player, parent, or spectator who argues a call may be ejected.
- Excessive arguing by the head coach may result in ejection, even on the first offense.
- A second offense of arguing by the head coach is an automatic ejection.
- Once ejected, a parent, coach, or player must leave the park immediately. Failure to comply may result in additional disciplinary action or suspension from future events.
- All offenses will be documented and kept on file. Offenses are cumulative per season, not per game.

Rule Violations:

Multiple or repeated rule violations may be considered offenses under this plan.

Examples include (but are not limited to):

- Use of illegal bats or equipment.
- Batting out of order.
- Improper fielder placement or disregard of league fielding rules.

League officials will use discretion in determining whether such rule violations count as warnings, minor offenses, or more serious consequences.

First Offense (Minor Infraction):

- Examples: Disrespectful behavior, inappropriate language, unsportsmanlike conduct, or certain rule violations, as outlined above
- Response: Verbal warning by league or park official, documented in the behavior log, and parent(s) notified (for players).

Second Offense:

- Response:
 - Players: Suspension for 1 game.
 - Coaches: Suspension for 1 game.
 - Parents: Removal from the next scheduled game.
 - Formal meeting with player/coach/parent, and league official.
- Formal written warning signed by a board member and offender.

Third Offense:

- Response: 2–3 game suspension or temporary removal from coaching responsibilities, probation for the remainder of the season.

Fourth Offense or Severe Violation:

- Response: Immediate suspension from league activities, review by disciplinary committee, and possible expulsion from the season or league.

4. Automatic Disqualifiers

The following actions may result in immediate ejection from the game and may constitute a severe violation, resulting in immediate suspension from league activities for the remainder of the season, or ejection from the league.

- Fighting or physical assault.
- Threats or intimidation toward officials or others.
- Use of discriminatory language.
- Possession or influence of drugs/alcohol at events.
- Arguing a referee's call by anyone other than the head coach.
- Failure to leave the park immediately after ejection

5. Appeals Process

Individuals may submit a written appeal to the league's discipline committee within 5 days of receiving a suspension. The committee will review within 7 days and issue a final decision.

6. League Responsibilities

- Train all coaches on this plan before each season.
- Ensure all players, parents, and coaches sign a Code of Conduct.
- Maintain fair and consistent enforcement.
- Keep detailed documentation of all incidents and resolutions.

7. Board Discretion

The Board of Directors reserves the right to impose more serious or immediate consequences for any offense, regardless of progression through the steps listed above, depending on the nature and severity of the conduct.

Reminders:

- Do not block driveways or exits.
- Keep the park clean and dispose of trash properly.
- Only coaches, dugout parents, league directors, and umpires are allowed in the dugouts or on the field of play.
- Batting helmets must be worn in cages and on the field when hitting.

9. Acknowledgment

All players, parents/guardians, and coaches must sign an acknowledgment form confirming receipt and understanding of this plan, including the Parent Code of Conduct, prior to participation.