

Leelanau County Youth League Rules 2024

Rules Committee Members

Suttons Bay: Bailor Bell (231)632-0021
Leland: Ben Cole 217-827-1173
Cedar: Alison Beebe (231)342-2389

Lake Leelanau: Sean Campillo 231-886-1924
Empire: Luke Moeggenberg (231)590-4804
Maple City: Sarah Morgan (231)590-1189

The Leelanau County Youth League Rules supersede any rules from the rule books. All of the rules included in these pages are to be followed. If agreed upon by all coordinators, a team from another county may play in our league.

1. League fees will be collected during Registration.
2. If an area has more than one team in any level, these players must be divided equally by age.
3. Each coach must have a copy of the league rules and the team rules. Also, coaches need to make rules available to their umpires.
4. Coaches shall have at all games, a copy of each player's medical release form. If the birthday of a player comes into question at a game, the game should continue and the respective coordinators are to be contacted for age verification. If it is determined that the team did compete with a player over the allowable age, that team will have the game recorded as a forfeit.
5. There will be no additions to the roster after registration closes. Games will be forfeited when using any player not on the final roster.
6. Games are to start at 6:30 p.m. If a team does not show up or have enough players, wait :15 minutes to call a forfeit. If one team has only 7 players, but both teams agree to play the game anyway and the 7 player team wins, it is a win (not forfeit) for the 7-player team. (This rule does not apply to Colts, Middle Girls or Pony).
7. There can be a minimum of 8 players to start a game. There may be less to finish.
8. Home team coach will notify visiting coaches and umpires as soon as possible for cancellation. If a coach cannot be reached, call the Coordinator of the visiting team. Communication is very important. Collect cell #'s and email addresses of all coaches you will be playing.
9. Rain-outs for all teams must be made up within the same week. (Friday, Saturday, Sunday). Home team must give the opposing team two dates for the makeup game. If the opposing team cannot make up the game on either of those dates, the opposing team forfeits. If the home team cannot give any make up dates, the home team forfeits. For rain outs with less than 4 innings completed, start the game over at the rescheduled game date. No game shall be played without visible lighting.

10. Home team shall furnish umpire(s), umpire equipment and two new game balls. The umpires shall be either 1 MHSAA official umpire or one adult at least 18 years of age for Colts and Middle Girls games. The umpires shall be either 1 certified umpire or at least 14 years or older for the remaining divisions. If the home team does not have an Umpire, the opposing team may provide one or more if needed. MHSAA officials may be utilized at all levels of play as requested during the season.
11. Bases shall be secured bag type with stuffing.
12. Fields are to be clearly marked, including circle when needed as well as hash marks. All fields must be in good condition to play on. Infield needs to be dragged, holes filled in and ready for play. Grass is to be kept cut. This is the home team's responsibility. A field that is not in good or safe condition can be a reason for a forfeit. **(INCLUDE DIAGRAM)**
13. A minimum of 5 helmets per team are required. Any player including bat girl/boy on the playing field must wear a helmet for safety reasons. Helmets are not to be removed until after leaving the field of play, (one team warning). If the helmet is removed before leaving the field (2nd time) the player will be ejected from the game.
14. All players must wear matching shirts and hats. Hats are not mandatory, but if worn they must all be the same color. If the weather is cold, players may wear jackets or sweatshirts, but they must be worn under their team shirts. All team shirts are required to be numbered with a numeral the minimum of 4 inches high.
15. All players must wear long pants at all games or they cannot play. Pants must cover the knees when in the bending position.
16. There can be no jewelry worn during games. This includes watches, rings, necklaces, barrettes, earrings, bracelets or any cloth jewelry. Medical alert jewelry may be worn but must be taped if possible. Also, new pierced ears must be taped. Team will be given one (1) warning about jewelry. If caught after warning, the player will be ejected from the game.
17. Little League™ approved bats required for baseball, 2-3/4" bats are accepted. No broken, cracked or chipped handled bats. Aluminum handles must be taped or have rubber grips. There is no regulation for bat lengths. Wood bats are acceptable. Trampoline bats will no longer be allowed – effective 2015. *(updated 6/8/23)*
18. No metal cleats! Players will be ejected. No WARNING! (exception for Pony league only)
19. The use of bad language, heckling, name calling toward any player, coach or umpire (poor sportsman conduct) or throwing of equipment, negative chanting or chattering to the opposing team, will be the cause of ejection from the game. Any person in attendance will be asked to leave the playing area if it persists after one warning. If the person at fault refuses to leave the area, the game will be called and the team at fault will take a loss. Coaches and Umpires will keep this under control.

20. There will be **no warning** for intentional throwing of the bat. If a violation occurs, the batter is automatically out. Ball is dead and runners do not advance. There is one team warning for all other instances when the bat may be considered a thrown bat.
21. If the runner does not slide or attempt to get around a fielder who is waiting to make the tag, he/she will be called out. Malicious contact is prohibited, such as hurdling, sliding with one foot higher than the fielder's knee. If there is an intentional violation, the runner will be called out and ejected from the game.
22. If a coach or player is ejected from the game for any reason, he/she will miss the following game. A second offense will be reviewed by coordinators. In the case of any ejections, the opposing coach or umpire is to notify the coordinators of both teams.
23. Serious injury (player goes down), Umpire stops play immediately. In the event of a runner being seriously injured he/she will be replaced by a courtesy runner (that being the player who made the last out). If ball was hit infield, ground rule single; if ball was hit outfield, ground rule double. If a fly ball is caught, the batter is out.
24. Blood Rule: A player, coach or umpire who is bleeding or has blood on their uniform shall be prohibited from playing until appropriate treatment is administered. Uniform violation and re-entry rules are not in effect. Each team must have a First Aid Kit available to all coaches, players and umpires.
25. Only one extra inning may be played if the game is tied at the end of required innings. After that, the game will finish as a tie. This includes games called for darkness or weather. (Regular season games only.)
26. All coaches must report their scores (win or lose) the night of the game to their coordinator. Example: On June 17th Cedar Colts won against M.C. 2-1.
27. Make all efforts to settle any disputes without protest. If protest is necessary, the coach will notify the umpire and opposing coach of protest at the time of the infringement. He/she will also notify both teams' coordinators of the protest and give the umpires names and phone number. (Remember the umpire's judgment call cannot be protested). Protest will be determined by a vote (either by meeting or phone) by coordinators. Protest being upheld will be a 1 to 0 victory.
28. There is not an appeal on a missed base. Players seen missing any base by an umpire will be called out when the ball is dead.
29. If a pitcher pitches more than their limited outs he/she will be ejected from the game. Both scorekeepers should keep track of all pitchers' outs.
30. A maximum of 6 warm up pitches for a new pitcher and 4 maximum, thereafter.
31. At the end of the regular season, we use a regular season record for seeding in the tournament. In the event of a tie, we go on a head to head record. If a tie still exists, we

then go to a head to head score. If a tie still exists, we then go to a head to head score differential. *(Amended and approved 04/12/24)*

32. For the tournament: To avoid forfeiting games, younger players from the Leelanau County Youth League may be moved up to field a team of no more than 10, after their own season has ended. Opposing coach must be notified of this before the start of the game. Players not present at the start of the game are ineligible to play the tournament game. For a player to be eligible to participate in the tournament, the player must have participated in 33% of the regular season games. *(amended/approved 4/12/24)*
33. Tournament games must complete the full 6 innings. If a tournament game is suspended because of darkness or weather, it must resume from the point it was stopped.
34. Final Tournament: League will be responsible for hiring paid professional umpires and supplying new game balls.
35. All teams should hustle on and off the field to speed up the game and get all of the innings completed.
36. At the final tournament, an Official Coin Toss will determine which team is home and which team is away.
37. Before the game, coaches & ump's should discuss when the ball is dead and ground rules.
38. If a player has an "accident", he or she is allowed to leave the field to change into a clean uniform. They must return to the field ASAP to avoid their next at bat being an automatic out.
39. All members attending a LCYL event agree to the following rules.
 1. There shall be no smoking or use of tobacco in the presence of the children.
 2. There shall be no use, possession or being under the influence of alcohol or illegal drugs while in the presence of the children.
40. If a player misses their turn at bat, it is an automatic out. A coach may remove a player from the game prior to an at bat, this player is done for the remainder of the game and all at bats after the player's removal will not count as an out.
(added 6/8/23 and approved)

SCOREKEEPERS

1. Completely fill out the top of the scorebook page with the date, home team name, away team name, Umpires name and score keepers name.
2. For girl's games, watch the time. A new inning may not start after 8:30 p.m.
3. Keep track of pitcher's outs.
4. Keep track of the number of maximum runs per inning.
5. Check the score with the opposing team's score keeper every two innings. At the end of the game check the score with the opposing team to agree on the final score. Please sign each other's score book to verify that you have the same score.

UMPIRES

1. Be sure to get a copy of the rules in advance.
2. Be aware of poor sportsmanship and spectator conduct and control it if possible.
3. Players cannot throw the bat. If this happens it is an automatic out.
4. Notify coordinator if a player or coach is ejected from a game.
5. Stop the game immediately if there is an injury.
6. Be aware of blood rules.
7. Make an effort to settle any disputes. Umpires judgment calls cannot be protested.
8. Be aware of Lightning and Thunder – this is not debatable. Thunder is Thunder and Lightning is Lightning – vacate the field. Call for a delay of 20 minutes.