Unless Otherwise Amended, the current year’s National Federation of State High School Association (NFHS) laws of the game will apply. NFHS laws of the game and other resources are available agt [www.nfhs.com](http://www.nfhs.com).

1. Ages 13,14,15 on or before May 1
2. The home team is listed first on the schedule.
3. Games are one hour and thirty minutes or six innings, whichever is completed first.
4. A new inning will not be started after one hour and fifteen minutes. No team may intentionally delay the game.
5. If tied after RULE #2 then the game ends in a TIE
6. The LCYL jersey and hat must be worn. NO EXCEPTIONS. The catcher position is required to wear a cup.
7. Open toed shoes, or jewelry may not be worn.
8. Pitchers must pitch from the pitcher's plate which should be located 60 feet from home plate.
9. Ten players are allowed to play on defense. Teams may play with four outfielders.(must be in the grass)
10. Adults must be the first and third base coaches.
11. Bats are limited to -5 and -3 from weight to length difference. (Example 23 oz bat 28 inches in length is acceptable. 23-28=-5) Only BBCOR and USA certified bats are accepted. Wooden bats can be inspected and approved by the umpire.
12. On deck batter must stay in the on deck area and all players on the batting team must stay in the dugout.
13. All team members must be on the batting line up. The batting line up must be followed in continuous order throughout the entire game.
14. The batter may attempt to advance to first base on a dropped third strike or wild pitch if first base is not occupied and there are less than two outs.
15. Teams may only bat through their line up once per inning, a run cap of 6 per inning with the exception to the last inning being unlimited runs. Umpire must notify both teams of the last inning if time is a factor prior to the start of that inning.
16. MERCY rule is 12 runs after 4 innings.
17. Bases are 90 feet apart
18. Stealing is allowed and players may lead-off any base.
19. Sliding is allowed. It is the base runners responsibility to avoid contact with the fielder with the ball. Slide to avoid is in effect at all times when the fielder is in possession of the ball. Intentionally running into a fielder, including the catcher who has possession of the ball will result in ejection from the game.
20. A base runner may steal only one base on a wild pitch or passed ball. A base runner on third base can steal home on a wild pitch or passed ball.
21. Runners may advance one base on a dead ball.
22. Courtesy runners are allowed for an injured player at any time but the runner must be the player that made the last out.
23. Bunting and soft swings are allowed.
24. Balks (defined in the NFHS rules) are live. The umpire will issue one balk warning to each pitcher before applying penalties for a balk.
25. An intentional walk will automatically be awarded to a batter upon announcement to the umpire from the Coach, catcher or pitcher.
26. SIT-OUT-RULE: No player may sit out more than two full consecutive innings at any time, unless the player is injured or removed from the lineup.
27. Once a player is removed from the pitcher position (for any reason) they may not pitch again in that game. A maximum of 9 outs per pitcher per game.
28. Any player or coach ejected from a game must completely leave the ball field or campus for the remainder of the game.