

LAKEWOOD RECREATION RANGER BASEBALL LOCAL RULES

The purpose of the league is to provide boys and girls the opportunity to play recreational baseball in a fun and safe atmosphere. Each coach, player, parent and spectator must abide by all league rules.

The youth baseball program is played according to Cal Ripken/Babe Ruth Baseball rules with the exception of those listed within this document. Please refer to the Babe Ruth League, Inc. Baseball Rules and Regulations and Officials Playing Rules.

This document contains information specific to baseball. Please refer to Lakewood Recreation Youth Athletics General Policies & Procedures at www.lakewoodrecreation.com for additional information.

BOARD, COMMISSIONS AND STAFF

Lakewood Board of Education

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Lakewood Community Recreation and Education Commission

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Lakewood Youth Athletic Commission

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Matt Markling	Sean Jones
Bob Clark	Laura Germaine

Director

Mr. Robert Curtin

Youth Athletic Coordinator

Leslie Krogman

LEAGUE ADMINISTRATION

The Lakewood Community Recreation and Education Commission is the governing body of all recreational and educational programs offered through the Lakewood City Schools Community Recreation and Education Department. Commission members are officially appointed by the Lakewood Board of Education and in turn have the authority to create sub-commissions for the respective programs.

The Lakewood Community Recreation and Education Commission and its sub-commissions reserve the right to interpret any and all rules and situations and to require a formal hearing as a result of unsportsmanlike conduct. They further reserve the right to insert, delete or change rules at any time and may make decisions retroactive should it deem necessary for the good of the program. The Lakewood Recreation Department is responsible for assigning game officials, scorers and staff as deemed necessary.

CODE OF ETHICS/CODE OF CONDUCT

The Community Recreation and Education Commission believes quality public recreation and education and recreation service should be conducted in an ethical manner with traditional principles such as honesty, trust, fairness, and integrity. Each participant should conform his/her conduct to all Ohio, City of Lakewood, Lakewood Board of Education and Community Recreation and Education Department laws, policies, and procedures. Participants include, but are not limited to, all youth and adult students, players, coaches, parents, and spectators. Each participant is expected to abide by the code of ethics promulgated by the Lakewood Community Recreation and Education Department. A complete copy of the Code of Ethics/Code of Conduct including corrective actions steps is available at the Recreation Department and on-line at www.lakewoodrecreation.com.

BIRTH CERTIFICATES

All participants must have a birth certificate on file at the Recreation Department at the time of registration. Birth certificates are kept on file at the Recreation Department until the child turns 18 and may be disposed of sooner if determined it's no longer needed or at the parents request.

PHYSICALS

All participants must have a current physical on file at the Recreation Department at the time of registration. The physical must specifically clear the player to participate in sports. The physical must be current for the duration of the season.

SCHEDULES

- Copies of the schedules are available at the Recreation Department and on-line at www.lakewoodrecreation.com
- The first team listed on the schedule shall be the "home" team

TEAM UNIFORMS

- Each player will be supplied a team jersey and cap by the Recreation Department and is the players to keep
- Each player will be given a jersey with a different number than any other teammate. Players are not permitted to switch jerseys after the start of a game. If it is found that players have switched jerseys after the start of a game, the game will be declared a forfeit
- All players in Rookie League and older are required to wear white baseball pants; however, the Recreation Department does not provide pants; typically available at any sporting goods store
- Altering a uniform is not permitted in anyway. Said player will not be permitted to participate until they secure a suitable replacement uniform. The Recreation Department is not obligated to replace a uniform that has been altered. The participant is financially responsible for securing a replacement uniform
- Each team is supplied with 4 coaches shirts; 2 XXL and 2 XL unless otherwise request at the time of registration

EQUIPMENT

Each head coach will receive an equipment bag with the following equipment; including a basic first aid kit. Head coaches are responsible for informing the Recreation Department of any defective, broken or missing equipment.

1. Bats
2. Batting Helmets
3. Catcher's equipment (mask with throat protector, chest protector, shin guards, and catcher's glove (catcher's gloves provided to Minors Division and higher)
4. Practice balls (when available)

Batting Helmets

1. Batting helmets must be worn at all times when a player is in play, i.e. batting, on deck, base running, or coaching a base
2. If helmet is removed intentionally while in play, player is out
3. Throwing a batting helmet may result in an immediate ejection from the game

Catcher's Equipment

1. All Divisions – Players must wear catcher's equipment at all times when fielding pitches; this includes warm-ups
2. Minors Division and higher – Catcher's are required to wear a protective cup at all times when fielding pitches. Protective cups are not provided by the Recreation Department

Game Balls

Distributed at each field for each game

1. T-Ball and Rookie - RIF 1
2. Minors - RIF 5
3. Slow Pitch Softball 11' .374 .44 Core ASA approved
4. Majors/Excel - Official Hardball

EQUIPMENT TO BE PROVIDED BY EACH PLAYER

1. Glove
2. Pants
3. Protective Cup (required for catchers only)
4. Water Bottle

Players may use their own bats if they meet the standards of Lakewood Recreation Department guidelines and own helmets and/or catcher's equipment if they are NOCSAE approved

SPECIAL PLAYING RULES

Lakewood Recreation Youth Baseball is to be played according to Cal Ripken/Babe Ruth Baseball rules with the exception of those listed here. Please refer to the Babe Ruth League, Inc. Baseball Rules and Regulations and Officials Playing Rules.

All Divisions

1. **No grace period** – Teams must be ready to play at game time
2. **All players in batting order**
3. **Automatic out** – If a player is unable to bat for any reason other than illness/injury
4. **Throwing bat** – Automatic out. May include ejection of the batter depending on severity and if bat has been thrown more than once
5. **Defensive substitutions** – May be made at any time; batting order remains the same
6. **All players** must have their uniform on including hat, shirt tucked in, and shoes tied
7. **All coaches** should have their team jersey on each game. Teams are permitted 1 head coach and 3 assistant coaches

T-Ball Divisions

1. **The playing field** – 60' bases
2. **Time limit** – No new inning will begin after 50 minutes; however, most games end after the second rotation of each team's batting order has been completed
3. **Minimum number of players to start game** – 6
4. **Maximum number of defensive players on field** – All players are in the field
5. **Batting** – All hitters will hit the ball from a batting tee. The tee should be adjusted to such a height the batter will be able to swing level. All rostered players present for the game shall bat in order, whether playing defensively or not.
6. **Rotating players** – No player may play more than one inning at either pitcher or first base. Coaches are responsible for rotating players
7. **No bunting** – In the judgment of the umpire if a batter squares to bunt and/or extends their hand down the barrel of the bat a takes a shortened swing it will be considered a bunt. No penalty; the batter is to return to the batter's box for an additional swing
8. **Base runners** – May continue to advance bases in any one given play until an infielder has control of the ball
9. **No sliding, stealing, or leading off permitted**
10. **Overthrows** – Runners not permitted to advance on any overthrow
11. **Play is over** – Once a defensive player attempts to make a play on a base runner and an infielder has regained control of the ball or umpire has called "time out"

12. **End of inning** – After all players have batted
13. **Fielding** – A maximum of 2 coaches may be stationed beyond infielders in order to provide instruction to all defensive players
14. **Last game** – Regular season games cancelled due to inclement weather will not be rescheduled except in extreme circumstances; however, all teams will play a last game so kids can experience the final game of the season and coaches can distribute participation certificates
15. **Scoring/Standings/Tournament** – No score or season standings will be kept. Coaches are not required to submit a line-up. There is not a tournament or play-offs at the conclusion of the regular season

Rookie Division

1. **The playing field** – 60' bases
2. **Time limit** – No new inning will begin after 50 minutes of play or 6 Innings
3. **Minimum number of players to start game** – 7
4. **Maximum number of defensive players on field** – 10
5. **Rotating players** – With each new inning, coaches must rotate in extra player(s). No player is permitted to sit on the bench more than once unless special situation such as injury. No player may play more than one inning at either pitcher or first base. Coaches are responsible for keeping track of player rotation
6. **Batter** – Each batter will receive a maximum of 5 pitches from a Recreation Department staff member; if the player has yet to hit the ball the player is to take 1 swing at ball on a batting tee
7. **No bunting** – In the judgment of the umpire if a batter squares to bunt and/or extends their hand down the barrel of the bat a takes a shortened swing it will be considered a bunt. No penalty; the batter is to return to the batter's box for an additional swing
8. **No infield fly rule**
9. **No sliding, stealing, or leading off permitted**
11. **Overthrows** – Runners not permitted to advance on any overthrow
12. **Play is over** – Once a defensive player attempts to make a play on a base runner and an infielder has regained control of ball or umpire has called "time out"
13. **End of inning** – The inning will end after the 10th batter or 3 outs have been made
14. **Last game** – Regular season games cancelled due to inclement weather will not be rescheduled except in extreme circumstances; however, all teams will play a last game so kids can experience the final game of the season and coaches can distribute participation certificates
15. **Scoring/Standings/Tournament** – No score or season standings will be kept. Coaches are not required to submit a line-up. There is not a tournament or play-offs at the conclusion of the regular season

Minor and Majors Divisions

1. **The playing field**
 - Minor: 60' bases, 46' pitcher's mound
 - Majors: 65' bases, 46' pitcher's mound
2. **Regulation game** – 6 innings
3. **Time limit**
 - Minors/Majors – No new inning will begin after 1 hour, 45 minutes of play or 6 Innings (5½ if the home team is winning)
4. **Minimum number of players to start game** – A team must have 8 players to start a game or the game will be declared a forfeit. If this number is reduced by 1 or more due to injury the game may be continued and finished with less than the number of starting players. If a team or teams do not meet the required number of players to start a game the game will be declared a forfeit
5. **Maximum number of defensive players on field** – 9
6. **Rotating players** – All participants are to be rotated so that no player is to sit on the bench for more than two (2) innings. Coaches are responsible for keeping track of player rotation
7. **Pitching Limitations** –
 - Calendar week is Monday – Sunday
 - Each game considered one assignment - may play another position and come back to pitch
 - If game is called before it is a regulation game and umpire declares it a "no game", pitching eligibility same as prior to game
 - 6 Innings/Week
 - 2 Calendar days rest between if pitches more than 2 innings
 - i. i.e. if pitcher pitches 2 innings on Monday evening at 5pm he cannot pitch on Wednesday evening at 7pm
 - Game in which an ineligible pitcher is used as specified = forfeit
8. **Dropped third strike**
 - Minors – Batter is out
 - Majors – Batter may attempt to advance to 1st base
9. **Bunting**
 - Minors – No Bunting
 - Majors – Bunting is permitted
10. **Stealing**
 - Minors – No lead-offs. Base runner can steal 2nd base once the ball passes home plate
 - Majors – Lead-offs. Base runner can steal any base once the ball passes home plate
11. **Slide or give up rule** – A runner must slide or avoid contact at any base. The runner may not attempt to knock the ball from a fielder to prevent being called out. Any runner who initiates the contact will be automatically ejected. Also, no fielder may intentionally block a base to prevent the runner from reaching the base. Penalty: An automatic one additional base awarded to the runner.
12. **Fake tag** – A fake tag occurs when a fielder without the ball deceives the runner by impeding his/her progress (i.e. causing to slide, slow down or stop running). A fake tag is considered unsportsmanlike. Penalty: Ejection

13. **Overthrows** – Runners awarded 2 bases on overthrows from the last base touched at time ball left hand. If more than one runner, awarded according to position of lead runner. When fielder loses possession of ball on attempted tag and ball then enters dead ball area, runners awarded one base from time ball entered dead ball area
14. **End of an inning** –
 - Minors/Majors – The inning will end after 3 outs or 6 runs are scored. The 6 run rule will cease to be in effect for each team upon declaration of the final inning by the umpire upon which no new inning can be started
15. **10-run rule** – A team leading by 10 runs after 4 innings (3 ½ if the home team is winning) of play will be declared the winner. If the visiting team goes ahead by 12 or more runs in the top half of the 5th or 6th inning, the home team still gets to bat in the bottom half of the inning
16. **Legal game** – 4 Innings (3 ½ if the home team is winning) will constitute a legal game. Games stopped because of the time limit that have not completed 4 Innings (3 ½ if the home team is winning) will count as legal games
17. **Tie games** – Regular season games ending in a tie will be counted as such.
18. **End of season tournament** – All teams in each division will play a single elimination tournament at the end of the regular season. Blank tournament brackets showing dates and times will be posted to the website prior to the end of the regular season. Tournament seeding will be determined as of the last regular season game. Tournament games ending in a tie will continue into extra innings until a winner is determined. During elimination tournament, double-headers and games on consecutive days may be necessary in order to complete the season by assigned end date. Tournament games cancelled due to inclement weather after they have begun will be rescheduled and resumed at the point they were stopped. A tournament champion will be awarded.
 - If a tie at the regular season for 1st place the winner will be decided by:
 - i. Head-to-head record
 - ii. Coin Toss
 - Minor/Major semi-final and final round tournament games will play a regulation 6 inning game without time limit (Exception: 10-Run Rule)

Excel Baseball

1. **High School Baseball Rules – National Federation of State High School Associations (NFHS)**
2. **NO METAL SPIKES ALLOWED**
3. **Playing Field** – 90' bases, 60'6" pitcher's mound
4. **Regulation Game** – 7 innings
5. **Time Limit** - No new inning will begin after 1 hour, 45 minutes of play or 7 Innings (6½ if the home team is winning)
6. **Minimum number of players to start game** – A team must have 8 players to start a game or the game will be declared a forfeit. If this number is reduced by 1 or more due to injury the game may be continued and finished with less than the number of starting players. If a team or teams do not meet the required number of players to start a game the game will be declared a forfeit
7. **Maximum number of defensive players on field** – 9

8. **Rotating players** – All participants are to be rotated so that no player is to sit on the bench for more than two (2) innings and every player on the roster may bat in the line-up. Coaches are responsible for keeping track of player rotation.
9. **Pitching Limitations** – Pitchers are limited to pitching 10 innings in any 3 day period. Any pitch thrown in an inning is considered a full inning.
10. **Drop third strikes** – Batter may attempt to advance to 1st base
11. **Stealing** – There are no restrictions on leadoffs and stealing. Runners may attempt to advance any base on passed balls/wild pitches.
12. **Slide or give up rule** – A runner must slide or avoid contact at any base. The runner may not attempt to knock the ball from a fielder to prevent being called out. Any runner who initiates the contact will be automatically ejected. Also, no fielder may intentionally block a base to prevent the runner from reaching the base. Penalty: An automatic one additional base awarded to the runner.
13. **Fake tag** – A fake tag occurs when a fielder without the ball deceives the runner by impeding his/her progress (i.e. causing to slide, slow down or stop running). A fake tag is considered unsportsmanlike. Penalty: Ejection
14. **Run Rule** –
 - 10 Run Rule – Any team leading by 10 or more runs after 5 innings (4½ if the home team is winning).
 - 15 Run Rule – Any team leading by 15 or more runs after 4 innings (3½ if the home team is winning).
15. **Legal game** – 5 innings (4 ½ if the home team is winning) will constitute a legal game. Games stopped because of the time limit that have not completed 5 Innings (4 ½ if the home team is winning) will count as legal games
16. **Tie games** – Regular season games ending in a tie will be counted as such.
17. **All Bats Must Be:**
 - 2 5/8" or less in diameter at thickest part and 36 inches or less in length.
 - Not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot be less than 30 ounces, all bats are marked -3).
 - Bats that are not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be labeled with a silkscreen or other permanent certification mark.
18. **End of season tournament** – All teams in each division will play a single elimination tournament at the end of the regular season. Blank tournament brackets showing dates and times will be posted to the website prior to the end of the regular season. Tournament seeding will be determined as of the last regular season game. Tournament games ending in a tie will continue into extra innings until a winner is determined. During elimination tournament, double-headers and games on consecutive days may be necessary in order to complete the season by assigned end date. Tournament games cancelled due to inclement weather after they have begun will be rescheduled and resumed at the point they were stopped. A tournament champion will be awarded.
 - If a tie at the regular season for 1st place the winner will be decided by:
 - i. Head-to-head record
 - ii. Coin Toss

- **Excel Baseball semi-final and final round tournament games** will play a regulation 7 inning game without time limit (Exception: 10-Run Rule)

Slow-Pitch Softball All Divisions

1. **The playing field** – 60' bases
2. **Time limit** – No new inning will begin after 50 minutes of play or 6 Innings
3. **Minimum number of players to start game** – 8
4. **Maximum number of defensive players on field** – 10
5. **Rotating players** – All participants are to be rotated so that no player is to sit on the bench for more than two (2) innings. Coaches are responsible for keeping track of player rotation
6. **Infield Defense** – 6 players are allowed in the infield at any time and they must be placed at these designated positions: 1st base, 2nd base, 3rd base, Short stop, Pitcher & Catcher. All outfielders must be on the grass.
7. **Batter** – Each batter will start at a 1 – 1 count (1 ball, 1 strike)
8. **Pitching** – Pitching distance is 35ft. The pitcher must have a foot in contact with the rubber at the start of their pitching motion. No “windmill” wind-ups and the ball cannot come above the shoulder.
9. **No bunting**
10. **No infield fly rule**
11. **No sliding, stealing, or leading off permitted**
12. **Overthrows** – Runners are not permitted to advance on any overthrow
15. **Play is over** – Once a defensive player attempts to make a play on a base runner and an infielder has regained control of ball or umpire has called “time out”
16. **End of inning** – The inning will end after 3 outs or 6 runs are scored. The 6 run rule will cease to be in effect for each team upon declaration of the final inning by the umpire upon which no new inning can be started
17. **Legal game** – 4 Innings (3 ½ if the home team is winning) will constitute a legal game. Games stopped because of the time limit that have not completed 4 Innings (3 ½ if the home team is winning) will count as legal games
18. **Tie games** – Regular season games ending in a tie will be counted as such.
19. **End of season tournament** – All teams in each division will play a single elimination tournament at the end of the regular season. Blank tournament brackets showing dates and times will be posted to the website prior to the end of the regular season. Tournament seeding will be determined as of the last regular season game. Tournament games ending in a tie will continue into extra innings until a winner is determined. During elimination tournament, double-headers and games on consecutive days may be necessary in order to complete the season by assigned end date. Tournament games cancelled due to inclement weather after they have begun will be rescheduled and resumed at the point they were stopped. A tournament champion will be awarded.

- If a tie at the regular season for 1st place the winner will be decided by:
 - i. Head-to-head record
 - ii. Coin Toss

GENERAL SPORTS REGULATIONS

HOTLINE (216-529-4117)

Occasionally a game may be cancelled or a game site may be changed due to inclement weather or a scheduling conflict. The Lakewood Recreation Department supplies a Hotline (216-529-4117) that provides participants information in regard to cancellations and scheduling changes. Participants can also get the same information on the Urgent News scroll located on the home page of the Recreation website at www.lakewoodrecreation.com. The Hotline and Urgent News scroll are provided as a convenience to participants and are not designed to update the status of every game at every moment. If a game has not been cancelled, participants are responsible to report to the facility they are scheduled to play at.

WEATHER CANCELLATION

In the event of inclement weather that cancels Lakewood Public Schools for the day, all Lakewood Recreation programs will be cancelled for that same day and/or evening, regardless of any weather changes. If early morning weather conditions do not force the Lakewood Public Schools to be closed for the day, but weather changes begin to worsen during the late morning, afternoon, or early evening, the Lakewood Recreation Department, for the safety of our participants and staff, may be forced to cancel programs for that evening. Radio and television stations will broadcast all closings. Every effort will be made to make-up any program that may be cancelled.

Cancelled games will be rescheduled at a later date. Games may be rescheduled on Fridays or on dates a team is not regularly scheduled. If a game is cancelled during play, it shall be resumed at a later date from the point of interruption.

LIGHTNING AND INCLEMENT WEATHER

- **Recognition** – Recreation staff shall be educated regarding the signs indicating thunderstorm development. Since the average distance between successive lightning flashes is approximately two to three miles, ANYTIME that lightning can be seen or heard, the risk is already present
- **Thirty-minute rule** – Competition or practice shall be suspended once lightning has been recognized or thunder is heard. It is required to wait at least 30 minutes after the last flash of lightning is witnessed or thunder is heard prior to resuming practice or competition. Given the average rates of thunderstorm travel, the storm should move 10-12 miles away from the area. This significantly reduces the risk of local lightning flashes. **Any subsequent lightning or thunder after the beginning of the 30-minute count shall reset the clock, and another count shall begin**

PLAYERS

1. An eligible player is a paid registered participant in good standing with the Recreation Department; including, having a birth certificate and current physical on file (if age appropriate). School disciplinary action and grades can affect a player's eligibility.
2. False Information - Periodic checks will be made of all registration details for false information including Lakewood addresses. Parents may be required to furnish proof of legal Lakewood residence. Anyone found giving false information on registration forms would be required to pay the difference between resident and non-resident fee or be dismissed from the league.

3. Suspended Players – Coaches/players suspended by the league or Commission are not permitted to participate in any game or practice, in any way under any condition and not permitted at any game site or practice during the suspension.
4. A suspended or ineligible player's name must not appear on any roster or lineup. Any name appearing on the official score sheet will count as that player having played in the game. All games ineligible/suspended player participated in will be forfeited.

CONCUSSION REGULATIONS

All volunteer athletic coaches need to take the concussion training available online at <http://www.nfhslearn.com/electiveDetail.aspx?courseID=38000>. The training is free. A copy of your certificate of completion must be turned into the Recreation Department office prior to coaching your first game.

Any athlete who exhibits signs, symptoms or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion or balance problems) shall be immediately removed from the contest and shall not return to play until cleared **with written authorization** by an appropriate health care professional. In Ohio, an "appropriate health care professional" shall be a **physician**, as authorized under ORC Chapter 4731 and includes both doctors of medicine (M.D.) and doctors of osteopathy (D.O.) and an **athletic trainer, licensed** under ORC Chapter 4755

GAME OFFICIALS' RESPONSIBILITIES

1. The home plate umpire will be in charge of the game at all times.
2. The home plate umpire will review basic rules before each game with the coaches of each team. Coaches should remind their players of these rules.
3. In all disputes, only the head coach is permitted to discuss the situation, in a respectable manner, with the home plate umpire. This must be done when time is "out"
4. The game officials are required to file an ejection card with the Recreation Department any time a coach or player receives said penalty. In some cases, an additional written report may be required.

FIELD SUPERVISOR'S RESPONSIBILITIES

1. To serve as an on-site supervisor and enforce all policies, procedures, rules or regulations.
2. Attending games as assigned and reporting the status of games and facility conditions to the Athletic Manager.
3. Overseeing and supervising coaches, participants, parents, spectators and staff.
4. Has the authority to address a coach, participant, parent or spectator anytime before, during or after a game, practice or team activity if a coach, participant, parent or spectator is not abiding by all expectations, policies, procedures, rules or regulations of the program. If necessary, the Athletic Field Supervisor has the authority to take immediate corrective action.
5. Does not have the authority to overturn a judgment call made by an umpire.
6. Maintain communication between the Recreation Department and coaches, participants, parents, spectators and staff. Coaches, participants, parents, spectators, and game officials can and should approach Field Supervisors with all questions, comments, and concerns. Field Supervisors are there to help everyone and make sure games run smoothly.
7. Field Supervisors can be identified by their hunter green recreation logo shirts and jackets.

SCORER KEEPER'S RESPONSIBILITIES

1. It is the scorer keeper's responsibility to obtain team line-ups prior to the start of the game and record the running game score during the game.
2. The running score will be considered the official score.
3. Arguing with the scorer during the game is not permitted. If a question arises, only the head coach may approach the score keeper to ask a question and/or seek clarification. If there is a problem that needs to be addressed; the home plate umpire should suspend play until the issue is resolved.

4. At no time may coaches, players, parents, or spectators gather around the score keeper to check individual stats. Upon completion of the game the head coach may request from the score keeper a copy of the final score sheet.
5. Respectful behavior toward scorer keeper must be maintained at all times. Violation may result in ejection.

BENCH & CROWD BEHAVIOR

1. Only members of the team and the coaching staff (maximum 4 coaches) shall be on the bench or in the bench area. All players not in the game must remain seated on the bench during play.
2. Coaches, players, parents and spectators shall focus their energies on player participation, team play, and sportsmanship. Coaches, players, parents, and spectators shall not engage in unsportsmanlike conduct, especially towards game officials and scorer keepers. Coaches are responsible for controlling their parents and spectators. Failure to do so could result in removal of the coach, parent or spectator from the game. Coaches are urged to keep players from climbing, hanging or damaging the fences.

CASUAL PROFANITY

Casual profanity is defined as language which may offend others, however to a degree not deemed serious enough to warrant ejection. If in the official's judgment any coach or player uses casual profanity, the following penalty may be invoked:

- A. If by an offensive player, the next batter due up will be called "out". If it occurs after the third out, the first batter of the next inning is called "out". A player may be called "out" for his/her own profanity if he is the next batter or already in the batter's box prior to putting the ball in play.
- B. If by defensive player, the first batter of the next inning is called "out".

This is a delayed dead ball situation and does not affect any play currently in progress. An ejection due to casual profanity is a judgment call and may not be protested.

TOBACCO, ALCOHOL, AND ILLEGAL DRUGS

1. Tobacco – Participants (coaches, players, etc.) and contest officials in an athletic contest are prohibited from using any form of tobacco at the playing site. Penalty for violation is disqualification from that contest. Violations by contest officials shall be reported to the Recreation Department
2. Alcohol and Illegal Drugs – The sale of, the distribution of, or the consumption of alcoholic beverages or illegal drugs is not permitted at the playing site of any contest. Individuals who violate this rule will be suspended indefinitely. For the safety of all concerned; game officials may deny any coach and/or player the right to participate if the game officials suspect the coach and/or player is under the influence of alcohol or drugs

EJECTIONS

1. Ejection Process - Any participant (coach, player, parent or spectator) ejected from a game for unsportsmanlike conduct will draw an automatic 1-game suspension from the next actual game played by their own team and may be suspended for additional time if warranted by the offense. Forfeited, postponed or cancelled games are not considered actual games played
2. A participant may be ejected before, during or after any game
3. The ejected participant must leave the facility immediately. Any ejected participant may not be at any game site during said suspension and is ineligible to participate and/or attend any game and/or

practice during said suspension. Penalty: Forfeit of game and additional suspension to be handed down from the Youth Athletic Commission, Director or designee

4. Second Ejection - A second ejection during the season for a similar offense may result in additional suspension and may be required to appear before the Youth Athletic Commission
5. Ejection from Last Game of Season - Any participant ejected from their team's last game of the season for unsportsmanlike conduct will automatically be suspended from the first game of the next sport they participate in for the Lakewood Recreation Department (i.e. baseball, basketball, football, etc.)
6. Confirmation of Suspension - While the Recreation Department sends out letters to confirm suspensions, coaches, players, parents and spectators should not wait to receive a letter before ejected participant sits out. Suspension from at least the next game is automatic

FORFEITS

1. Shortage of Players - If a team or teams do not meet the required number of players to start a game the game will be declared a forfeit
2. If one or both teams forfeit because they do not have the minimum number of players or other circumstances highlighted in this rulebook, the following options may be exercised at the start of a game:
 - a. A practice game may be played if both teams agree to stay and play; however, the forfeit remains in effect. Game officials are not required to officiate the practice game
 - b. If both teams do not agree to play a practice game, both teams are permitted to practice. Teams must share the field and may practice for approximately 45 minutes
3. If a game is shortened due to a player injury resulting in a forfeit due to a lack of players the game can be continued as a practice game
4. A game may not start for any reason once it has been declared a forfeit

PROTESTS

A protest may occur when a head coach claims an umpire's decision is in violation with the game rules. No protest shall ever be permitted on judgment decisions by the umpire.

1. A protest must be filed immediately with the umpire before the next play of the game and noted on the back of the score sheet
2. If a protest occurs on the final play of the game, it must be filed immediately with the umpire and noted on the back of the score sheet. The protest is not valid after the umpire leaves the field. If an umpire is working additional game(s) on the same field, the protest must be made within a reasonable amount of time and prior to the start of the next game
3. Protests must be submitted in writing by the head coach to the Lakewood Recreation Department within 24 hours from completion of game during the next business day. The written document must give a brief description of the play and/or incident being protested and what rule it is in violation of
4. During tournament play, protests must be resolved at the game site by game officials. Game officials will temporarily suspend play until the situation is resolved
5. The Lakewood Community Recreation and Education Commission or its sub-commissions will not consider a protest if the above rules are not adhered to.

FIELD PERMITS FOR PRACTICES

1. Field permits for all Lakewood baseball/softball fields are issued by the Lakewood Recreation Department.
2. Field permits are available starting May 1 and are issued in 1.5 to 2 hour blocks of time.
3. Field permits are issued varsity down which means a youth baseball practice permit may be bumped and/or cancelled based on necessity.
4. Field permits are issued 1 at a time to allow all teams the opportunity to practice.