



LEBANON YOUTH BASEBALL

SPONSORED BY KIWANIS AND ROTARY CLUBS

OF LEBANON, TN

MANAGER'S HANDBOOK

2022

Welcome to Lebanon Youth Baseball

Board Leadership

Rick Smith John Pope
Ronnie Kelley Jay Bradshaw
Chuck Whitlock

Player Agents by Division

Tee Ball (ages 4-5) - TBD

Coach Pitch (ages 6-8) – John Pope 615-879-3188

Minor League (ages 9-10) – Rick Smith 615-496-8841

Major League (ages 11-12) – John Pope 615-879-3188

League Equipment Manager – Brandon Thompson 615-417-1328

Head Umpires – Ben Lawson 615-300-6730

Sean Simmons 615-497-4932

Conc Mgr/League Administrator–Debi Denney 615-218-4764

General League Questions-lebanonyouthbaseball@gmail.com

LYB Travel Select Teams Committee

Firebirds -

Phoenix –

BASIC PARK RULES:

- All officials, teams, managers, coaches, umpires, players, parents and anyone else on Baseball Park Property with no exceptions shall adhere to the following rules.
- Lebanon Youth Baseball is a private, non-profit youth baseball program. The league officials for Lebanon Youth Baseball are the governing body over all operations and participants. The league officials have the right to discipline any person(s) breaking any of the following rules. The Disciplinary penalty will be based upon the severity of the offense.
- Every team will be assigned a schedule to work in the concession stand. If a team does not have the required number of two volunteers (13 or older) at all times during their scheduled work time, that team will forfeit their next regularly scheduled game. **NO one under 13** is allowed in the concession stand at any time.
- Every team will fully participate in any Fund-raising projects approved by the Lebanon Youth Baseball League.
- All Coaches, umpires, players and spectators will exhibit good sportsmanship at all times! It is OK to cheer for your team but remember it is just a game! The Lebanon Youth Baseball Officials have the right to demand offending person(s) to vacate the Park. The Lebanon Youth Baseball Officials also have the right to discipline the offending person(s) for future games and or the season as the offense warrants. No Fighting and No profanity will be tolerated

TEAM MANAGER RESPONSIBILITIES:

All Managers with no exceptions shall adhere to the following rules:

- Oversee all team activities.
- Financially responsible for any assigned keys, league equipment and uniforms and make sure they are returned at the completion of the season.
- Home team of last game each night is responsible for turning off lights, score board, PA system and locking press box, bathrooms and all field gates.
- Assign schedule for concession stand workers (Visiting Team). If a team does not have the required number of two volunteers (13 or older) at all times during their scheduled work time your team will forfeit their next regularly scheduled game. No one under 13 is allowed in the concession stand at any time.
- Oversee, or have team coordinator, run any fund-raising projects approved by the Lebanon Youth Baseball League.
- All playing fields are off limits except for league games or practices.

Managers and staff should be a positive role model for the players and encourage sportsmanship by demonstrating respect, courtesy, and positive attitude at all times.

DRAFT RULES: General draft rules 9-12 age divisions

- All teams will have a pre-draft order before the actual draft begins. The draft order is based on managers drawing a number and will continue throughout the draft. Snake type draft (example the last pick in the first round will have the first pick in round two)
- Manager and (1) assistant coach will have their player protected. These players are draft picks starting in the first round and second round. Other assistants will follow their children in the draft. Coaches protected players remain protected till they age out of that specific division.
- Each division teams can have no more than (8) ten or twelve year old players on their roster at any time of the draft. If a team has more than the allotted aged players, the team Manager can only protect (5) players next year and the other aged players will go into the drafting pool next year.
- If the League Officials feels like a player in any League is trying to manipulate the system in any way to their advantage, the player in question will be assigned to a team at the end of the draft by placing all teams in a hat and drawing out one team. The league President will make the draw.
- All Manager and Coaches protected draft picks MUST be announced prior to the tryouts beginning. Manager and Coaches Son/Daughter are protected in the draft.
- All players (except protected players or returning roster players) will try-out and be placed in the drafting pool. Players may not play up and must remain in their age division.

General Player Trade Rules:

- On draft day, Managers can trade player for player immediately following the draft for a specified time determined by league officials. A player cannot be traded without written parental approval. All trades must be approved by league president. Any trade made without League President Approval will be nullified.
- Pre-draft trade rules require player-for-player trade and parental approval from both parents/both players. Pre-draft trades for draft spots are discouraged and would require full board approval.
There is a maximum of (1) trade allowed per team per season regardless of being pre-draft trade or draft room trade.

Draft Rules: *General & additional draft rules for Coach Pitch 6-8 age divisions*

1. There is no carry-over of players from year to year. Each division will hold a draft of all players for each new season. No returning rosters.
2. All players except coaches protected players shall participate in tryouts, and all coaches shall evaluate all players on their own. Forms will be provided by league director to help the coach in the evaluation process. For any players that do not attend tryouts will be placed in a blind draw at the end of the draft.
3. Draft order will be drawn for the first round. The second round will be the reverse of the first round and will snake throughout the draft.
4. Siblings will be taken in back to back rounds.
5. After the draft is completed, the Coaches may negotiate trades, but all trades must be approved by the league director. Once the draft and trading session is declared closed, no further trading of players is allowed, unless special circumstances apply.
6. All evaluation and draft information shall be treated as confidential and will be retained by the league following the draft.

7. Coach Pitch 7/8 will include (1) Manager and (1) assistant with protected players and will fall in round 1 and 2. Additional assistants will be drafted with their respective players. Coach

GAME DAY RULES:

- Only players, certified managers & coaches, and umpires are allowed inside the fences and/or the dugout of the field of play. **NO unauthorized personnel are allowed in the press box or concessions.**
- For the *first* scheduled game of the day or evening the visiting team shall take infield practice 25 minutes prior to the start of the game for 10 minutes only. The home team shall then take infield practice for the next 10 minutes. All infield practice should be completed 5 minutes prior to the scheduled start time. If infield practice has not been completed 5 minutes prior to the first scheduled game time the team will be asked to stop their infield practice so that the game can start as scheduled
- All league play will be governed under the current Dixie Youth / Little League Rule Book. 9 & 10 pitcher pitch count will be based on the current Little League Pitcher Rules. The pitcher may finish pitching to the current batter after reaching the maximum number of pitches. 11 & 12 league pitch count will be based on the current Dixie Youth Pitcher Rules. All other pitching rules will be governed by the current rule books. All players will bat in the batter rotation in both leagues. (Major league exception)
- Any Coach or Player ejected from a game are subject to the following disciplinary action: First Offense – One game suspension. Second Offense – Coaching or Playing rights revoked for the remaining season – Board and/or Ethics Committee
- **NO** batting practice is allowed on the field before games. Soft

toss against fences is strictly prohibited at all times. Wiffle ball-practice before games is permitted as long as it takes place in the outfield areas of the playing field. Hitting into a self-provided net is also acceptable as long as it is done in the outfield of the playing field.

- Any runner is out when while attempting to reach the next base, attempts a head-first slide. **NOTE:** This shall apply only to a runner attempting to reach the next base and does not apply to a dive or attempt to return to a base.

- Any runner is out while attempting to reach home base does not slide if there is a play at the plate.

- Any batter is out when while attempting to bunt - fakes the bunt and swings away.

- **INFIELD FLY RULE:** Any batter is out when hitting an infield fly in fair territory (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The ball is **not** dead and runners may advance at their own risk.

- At no point in time, can a team play with less than eight (8) players. If after a fifteen (15) minute grace period from the first regularly scheduled game of the day or at the start time of all other games you are unable to field a team consisting of eight (8) players the game will be considered a forfeit. In the case that a team plays with 8 players the 9th batter spot in rotation is out each time that spot comes up throughout the game. (**CP Exception.**) **Major league exception:** Either team has the ability to reduce batting order to nine players only after the first full rotation of roster players have had (1) At Bat. Dixie Youth Tournament rules. Manager discretion is encouraged.

- Each Manager is responsible for notifying the Score Keeper as line-up changes are being made during the game. Failure to notify the Score Keeper could result in miscommunication causing problems as it relates to Mandatory Play.

- Trash containers are scattered throughout the park, everyone is asked to assist in keeping the park clean. Trash containers are placed in each dugout; every team is required to clean up their dugouts before leaving the playing area after each game.

- All games will be a minimum of three innings or a time limit of 1:15 for coach pitch and minor league, 1:30 for major league. An inning shall be completed if it began before the time expiration.

- Only one extra inning will be allowed to break a tie after the time limit has expired. The player making the last out during regulation play shall begin the extra inning as a runner at second base. Exception to this rule will apply during tournament play.

Additional Coach Pitch Rules 6-8 age divisions

All coaches will be encouraged to prepare players for future play. We encourage all coaches and parents to stress “fun and fundamentals”. We want to be sure the players are learning how to play the game properly. For example, we do not want to see the pitcher field a ball and try to out-run the batter to first base. We want the players to learn to make the proper play.

1. Play will conform to the requirements of the Little League rulebook, and as modified by these supplemental park rules.
2. A game cannot begin with less than eight players on the team. If one team has less than eight players the game will be treated as a forfeit. You must contact your league director if you know you need

a ninth player ahead of time. The player called up must bat last and can only play outfield. You cannot just grab a player on your own.

3. All players on the roster shall bat. The batting order shall be as turned in on the roster to the opposing coach. If a player arrives late he may be placed in his/her roster place if it has not come up. If said player arrived after his/her roster place in the lineup he must be placed in the order as the last batter.

4. The defensive team may play 10 players: catcher, pitcher, first base, second base, shortstop, third base and four outfielders. Outfielders cannot make an out on a runner advancing. They may, however, transfer the ball to an infielder, who is allowed to make the out. All players must play every other inning at a minimum and must play 1 inning in the infield by the 3rd inning. No player shall sit the bench for two consecutive innings unless he is injured or ejected. No player should sit more than two innings per game.

5. The catcher must be in the catching position in the catcher's box to receive the pitch. Your job is to properly develop catchers. There will be no catchers leaning against the fence in essence just to retrieve the ball. Catchers should wear protective gear at all times.

6. A player in the pitcher's position will wear a helmet with a facemask.

7. When a team is on defense, a maximum of 3 adults are allowed on the field, one down each sideline in foul territory, and one in the dugout with the team. The defensive coaches should be careful to not interfere with the play of the ball.

8. When a team is batting, 4 adults are allowed on the field: one pitcher, a third base coach, and the first base coach. An adult should be in the dugout with the team.

9. Head Coaches are responsible for the conduct of assistant coaches, players, parents and family of players. An ejection of anyone associated with the team will also result in an ejection of the head coach.

10. Run rule is 15 runs ahead after 3 innings or 10 runs ahead after 4 innings the game will be over. Maximum of 5 runs per inning.

11. All bats used must be stamped USA Baseball. Diameter of bats can be up to 2 5/8 inch. Any bat stamped 'Coach Pitch' is illegal in league play.

12. The batter is out for illegal action when he/she enters the batter's box or is discovered having used and illegal bat. The infraction must be discovered before the next pitch following the turn at bat of the player who used an illegal bat.

13. If rain interrupts a game and the game is called, it will be considered a complete game if three and a half innings have been played and the home team is ahead. (Four innings with the visiting team leading.)

14. The batters get 3 strikes or 5 pitches, whichever comes first. When a 5th pitch is fouled the batter gets another pitch, each additional pitch will have the same rules as the 5th pitch. No swing results in an out, a swing and miss results in out, and a swing and foul results in another pitch. No walks. This includes when the batter is hit with the ball. **CP6 Exception when at bat.**

15. The "infield fly rule" is NOT in effect.

16. Runners are not allowed to steal bases.

17. No bunting is allowed in Coach Pitch divisions. Showing bunt then swinging the bat is an automatic out.

18. Each team will be given one warning for accidentally slinging the bat. A subsequent offense by the offending team during the course of the game will result in an out.

19. These special batting rules will be used: A team will bat until 3 outs are recorded or 5 runs are scored, whichever comes first. It is possible that a batter may come to bat more than one time per inning.

20. Play is over when the lead runner has been stopped in the opinion of the umpire. The umpire's decision will be based on an infielder having control of the ball on the infield while looking at the lead runner. We want to encourage the players to learn how to stop the lead runner and do not want to encourage holding the ball up and requesting time. An outfielder cannot record an out on the infield. Outfielders must advance the ball to an infielder to record an out.

21. If a player refuses to take the field, except in the case of an injury, they are out of the game and must leave the dugout. If the

player leaves the game for any other reason except for ejection the player's spot in the batting order may be skipped without penalty. If a player was ejected, the missed spot in the order will be recorded as an out.

22. A player must slide on a "close play" at home plate. The umpire has sole discretion as to what constitutes a close play at the plate. Normally a "close play" has three elements at home plate at the same time: a runner, a fielder, and the ball. Deliberate contact with the catcher or any other player covering home plate by the runner will result in an out and an ejection of the runner.

23. Before a coach comes on the field, he must request a time out from the head umpire. Head coaches are the only coaches allowed to converse with the umpire.

24. Coaches cannot coach runners from the pitching area. He/She may instruct the batter between pitches. The coach will get one warning, and shall then be replaced.

25. Base coaches are not allowed to physically assist or restrain a base runner. There is typically one warning issued; subsequent offenses will cause the runner to be called out.

26. A coach shall be the pitcher at all times. The coach shall deliver all pitches via an overhand motion and shall start with one foot on the pitching rubber at all times. No underhand pitching is allowed.

27. A line will be placed around the pitching rubber and the player in the pitching position shall keep at least 1 foot on that line or behind the line until the ball is pitched.

28. A pitching rubber shall be set at the following distances: 40 feet 7&8 divisions and 36 feet for 6 year old division.

29. If a batted ball accidentally hits the coach pitcher, the ball is dead and a pitch is counted. If a batted ball is interfered with intentionally by the coach/pitcher, the batter is out and all runners will return to the base they occupied when the pitch was delivered.

30. When a ball is overthrown in any situation, the runner may advance at his/her own risk. Only one base will be allowed for overthrow to first base.

ALL-STARS: *General All-Stars Selection Rules*

- All players will be eligible for All-Star selection. Each league, Major and Minor, will have 12 players each on the team, one team per division. Coach Pitch 8u will field one team.

- Selections will be based on ballots from Managers, Coaches, League Officials, Scorekeepers, and Players in the 9-12 year old divisions (no player vote in coach pitch). Only one ballot per voter permitted.

- Submitted ballots can include up to 10 players. Coaches and players may **not** vote for any player on their team. ***Deviation from this rule will nullify their ballot.***

- The 10 players receiving the most votes, of each league, will be selected.

- Remaining two players' selections will be All-Star Managers' picks.

- Coach Pitch 8u All-Star coaches will be selected by league directors. The following factors will be an example of how the directors will weigh the decision when selecting managers and coaches:

- Each manager and coach will vote for their pick of a deserving All-Star manager to represent the league in addition to voting on the players. They should not vote for a coach on their team.

- League Champion team Managers

- Tournament Team Managers- Firebirds

Notes: