



# **BASEBALL SOFTBALL T-BALL**



# **2021 RULE BOOK**





# **LAKEWOOD YOUTH SPORTS BASEBALL/SOFTBALL & T-BALL RULES**

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**LAKEWOOD YOUTH SPORTS  
BASEBALL AND SOFTBALL  
GENERAL INFORMATION AND RULES**

Rules I and II shall govern all classes in the Youth Baseball and Softball leagues for the 2021 season.

**RULE I: GENERAL INFORMATION**

**SECTION A: CLASSIFICATIONS**

<b>Division:</b>	<b>Players Who Have Reached Their:</b>
8-9 years	8th birthday and have not reached their 10th birthday before June 1, 2021
10-11 years	10th birthday and have not reached their 12th birthday before June 1, 2021
12-14 years	12th birthday and have not reached their 15th birthday before June 1, 2021
15-17 years	15th birthday and have not reached their 18th birthday before June 1, 2021
<b>* Players reaching their eighth birthday after June 1 will become eligible to participate on or after their birthday.</b>	

**SECTION B: ELIGIBILITY**

All players must show proof of birthdate to the park staff at the site they registered to play at prior to their first game or practice.

All players' names must appear on the team roster form on file with the Community Services Supervisor before taking part in a game.

To be eligible for championship playoffs, a player must have been on the team roster by July 24. All players placed on a roster after July 24 will be returned to the draw for flag football and volleyball/volleytennis season.

Assistant coaches must be officially added to the team roster and fingerprinted by July 3, 2021 to be considered a coach.

**SECTION C: SEASON DATES**

The 2021 Youth Baseball and Softball season will be conducted between June 1 and August 7 inclusive.

All-City Championship Playoffs will begin the week immediately following conclusion of league play and be completed by August 14, 2021.

Baseball and Softball Awards and Family Day will be Saturday, August 7.

**RULE II. GENERAL RULES**

2019 Official Baseball Rules will be used except where in conflict with the listed exceptions:

## **SECTION A: UNIFORMS**

When a uniform is desired, t-shirts and caps will be the official uniform and no other uniform or parts of uniforms will be allowed. This is a City-sponsored league, and no commercial or private advertising will be permitted on jerseys. Lettering, if desired, will consist of team name, number and player's name.

## **SECTION B: PROTESTS**

1. Protests, based solely on a decision which involves the accuracy of a judgement on the part of an umpire shall not be received or considered.
2. Protests, based on misinterpretation of playing rule or the use of ineligible players, shall be received and considered.
3. Whenever a matter of protest arises during a game, the coach of the protesting team shall, prior to the next pitch, notify the umpire of his desire to protest. It is the duty of the umpire to stop the game at that point and get the Recreation Leader on duty at the time to rule on the play.
4. If a protest is upheld, the game shall be continued with the decision corrected.

NOTE: Highly technical protests, and those which could have little or no effect on subsequent play or the final result of the game, shall not be considered.

## **SECTION C: FORFEITS**

Any team not having the minimum eligible players on the field ready to play 10 minutes past the scheduled game time forfeits the game. In all boys games, a team must have at least seven players at all times. In all girls games, a team must have at least eight players at all times. If at any time during the game a team is reduced to fewer players than the minimum, the team forfeits the game.

NOTE: For games cancelled due to COVID related issues, staff will make every effort to reschedule within league date restrictions. Games unable to be rescheduled will not be reflected as a forfeit. The game will be removed from standings considerations for both teams.

## **SECTION D: EQUIPMENT**

1. Official game balls shall be provided by the park as follows:  
Boys 8-9 ..... 9" flexiball  
Boys 10-11, 12-14, 15-17 ..... 9" baseball  
Girls 8-9, 10-11 ..... 11" softball  
Girls 12-14, 15-17 ..... 12" softball
2. Bats may not exceed 34" in length. No experimental or training bats shall be used. Bats must meet the approval of park personnel and fit within the specified diameters: All girls divisions 2 1/4" diameter. In all boys divisions, the maximum diameter allowed is 2 5/8". Any non-wood bat exceeding 2 1/4" in diameter must bear the USA Baseball logo (see below), signifying the bat meets the USABat performance standard.



3. Shoes are required at all times. Metal cleats may not be worn.
4. Catchers must wear face masks with throat protectors in all classes. Catchers in all boys divisions must also wear shin guards, and helmet. **ALL DIVISIONS** must wear a chest protector.
5. Batters and baserunners must wear protective head gear in all Boys and Girls Divisions. Players warming up in on-deck circle must wear protective head gear.
6. All children acting as base coaches must wear protective headgear.
7. Any fielder may wear any glove or mitt, regardless of position. NOTE: A "first baseman's mitt" or catcher's mitt may be used at any position.

**SECTION E: PLAYING FIELD**

1. Pitching and baserunning distances shall be as follows:
 

Boys 8-9.....	bases 60 ft./pitching 40 ft.
Boys 10-11.....	bases 60 ft./pitching 46 ft.
Boys 12-14.....	bases 75 ft./pitching 50 ft.
Boys 15-17.....	bases 90 ft./pitching 60 ft. 6 in.
Girls 8-9.....	bases 55 ft./pitching 30 ft.*
Girls 10-11.....	bases 60 ft./pitching 34 ft.*
Girls 12-14.....	bases 60 ft./pitching 40 ft.+
Girls 15-17.....	bases 60 ft./pitching 46 ft.+

\* Indicates use of expanded strike zone mat.  
 + Indicates use of traditional strike zone mat.
2. Batter's Boxes are 4 feet by 6.
3. Out of Play:
  - Ground rules for each field shall be determined by the Community Services Supervisor of the home team.
  - No person shall be allowed on the playing field during a game except approved coaches, umpires, officers of the law, emergency personnel and photographers approved by the City of Lakewood. Recreation staff of the home team shall determine any approved viewing areas for spectators.

**SECTION F: PARTICIPATION**

When present, each team member in good standing must play in each game as specified in the following:

1. Defensively, each team consists of nine players in all boys leagues, and ten players in all girls leagues.
2. Individually, each player must play in the field (defensively). No player may sit on the bench for two consecutive innings (i.e., a player on the bench one inning must play in the field the next inning.)

Mid-inning defensive changes are permitted. A player (including pitcher) may be inserted defensively from the bench. Any player removed from the field mid-inning must have played the previous inning and must play the next inning (i.e. any part of an inning on the bench is regarded as a whole inning).

3. Offensively, each team's batting order will consist of all its players throughout the game. Therefore, the conventional nine player batting order will not be used. For example: if 11 players are present, then the batting order will be players 1 through 11 batting as listed on the lineup, with player 1 following player 11.

**Approved Rulings:** If a player is injured and is unable to continue as a baserunner or batter, he or she must be replaced by the player who was last put out. If as a batter, the replacement must assume any count of balls and strikes which exist. If said player cannot continue for the remainder of the game, his or her spot will be passed over (with no penalty) in the batting order.

If a player arrives after the beginning of the fourth inning, he shall not participate in that game. If a player arrives after the beginning of the game and before the fourth inning, he may be placed in the batting order following the last listed player.

Any disciplinary action invoked by the coach affecting the above rule must be approved by the Community Services Supervisor.

## **SECTION G: THE GAME**

Games will be ended in the following manner:

1. Completion of innings specified below with one team ahead in score:  
8-9 boys and girls six innings  
10-11 boys and girls six innings  
12-14 boys and girls seven innings  
15-17 boys and girls seven innings  
OR
2. When a 15 run differential in score exists at the end of four innings, or at the end of any inning thereafter, or
3. When the time limit expires, the inning in progress shall be played to completion, and the game is ended, or
4. If a game is called (due to darkness, weather, etc.) during an uncompleted inning, the game ends at the end of the last previously completed inning unless the home team has tied the score or gone ahead, or
5. If the game is called in accordance with Article 3 or 4, and the score is tied, then the game shall count in the standings as a tie for each team.

**Clarification:** A tied game may go extra innings provided there is still time remaining on the time limit.

The rules with regard to time will be strictly enforced. The umpire is the official timer. If teams desire warm-up periods prior to the game, it is their responsibility to arrive early. If a team arrives too late to take advantage of available time, it forfeits claim to

practice time and the game begins as scheduled. The start of the game will not be delayed past the scheduled game start time to allow either team to take infield practice.

### **RULE III. PLAYING RULES -SLOW PITCH**

Rule III shall govern all Girls' Divisions.

#### **SECTION A: PITCHING**

1. The pitcher shall deliver the ball underhanded at a moderate speed, with one foot in contact with the pitcher's plate when the ball is released or the pitcher may have one foot in front and one foot behind (straddle) the pitcher's plate when released.
2. Each pitch shall have an arc, the top of which must not be lower than the batter's shoulders and not higher than eight feet above the ground.
3. If, in the opinion of the umpire, the ball is pitched too fast or without proper arc, it shall be called a ball, unless the batter attempts to hit the pitch, in which case the pitch shall be considered legal.
4. A pitched ball not struck at that touches the ground before crossing home plate shall be called a ball and declared dead. If, after the ball touches the ground (anywhere), the batter swings and hits or misses it, the pitch will be ruled a strike and the ball declared dead.
5. The strike zone will be a specified area on the ground. A legally pitched ball that is not struck at by the batter shall be called a strike by the umpire if any part of the ball touches any part of the specified zone, i.e., strike zone mat.
6. There is no limit to the number of innings a pitcher may pitch.
7. After the first defensive conference in an inning, the umpire shall deny any subsequent conferences except for those with the expressed purpose of removing a pitcher. NOTE: There shall be no mandatory removal of a pitcher due to the number of conferences by a coach.

#### **SECTION B: BATTING (SLOW PITCH)**

1. All batters must wear a protective head gear while at bat and must continue to wear head gear on the bases.
2. No player may be off the bench other than the batter and the next hitter.
3. No bunting or chop hits are allowed. Penalty for deliberately bunting or chopping: Batter declared out, runners return to base previously occupied. (A bunt is a batted ball not swung at but met with the bat and intentionally tapped slowly within the infield. A chop is an unnatural swing that is designed to hit the ball directly into the ground causing it to bounce very high.)
4. The batter is not awarded first base when hit by a pitched ball.
5. A batted ball that is on or over foul territory and caught by the catcher, shall be



ruled as follows:

- a. If the ball rises higher than the batter's head, the batter is out and the ball is alive and in play, and any runners are in jeopardy of being put out;
- b. If the ball does not rise higher than the batter's head, it is ruled a foul tip and is a strike and the ball is in play. (It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand.)

### **SECTION C: BASERUNNING (SLOW PITCH)**

1. A baserunner who has stopped advancing may not again attempt to advance as the ball is returned to the pitcher in the pitcher's area.
2. A runner who is advancing cannot be stopped by the pitcher receiving the ball while in the pitcher's area; nor by the pitcher stepping in the pitcher's area with the ball in her possession. (See Approved Ruling below)
3. If the defense, in returning the ball to the pitcher, makes an overthrow or other misplay, the runner may again advance at her own risk. (NOTE: should the ball go out of play as the result of an attempt to return it to the pitcher, the runners are entitled to the proper award.)

**Approved Rulings:** If, in the umpire's judgement, a baserunner had stopped and then advanced as the ball was returned to the pitcher, that runner should be sent back. If the runner is advancing and the defense returns the ball to the pitcher in the pitcher's area, then that runner will be allowed to immediately continue at her own risk to the next base where she must stop if the ball has remained.

4. When a baserunner is legitimately off her base, it becomes the duty of the pitcher to play her back or allow her sufficient time (in the umpire's judgement) to return before pitching the ball. If the runner does not return to her base, after being given sufficient time, she shall be called out.
5. After the baserunner has returned to her base and the pitcher is standing on the pitcher's plate with the ball in her possession, the baserunner must maintain contact with the base until the ball has left the pitcher's hand during a legal pitch.

**RULING:** Runner leaving base too early shall be declared out, the pitch shall be ruled "no pitch".

6. No base stealing. If a runner advances illegally to the next base on a pitched ball, she is declared out. If the runner does not touch the next base and is returning to her legal base, she can be called out on appeal if the throw reaches the base first. Following a base on balls, a runner may not advance beyond the base awarded.
7. A runner may advance only on a hit ball that is playable, or when a batter is awarded a base on balls or catcher's interference forcing the runner to vacate a base. EXCEPTION: After a pitch, if the catcher throws the ball to any fielder other than the pitcher, and an overthrow or error results, baserunners may advance at their own risk after returning and touching their respective bases.

NOTE: The spirit of this rule is to keep the game dependent upon the hitting of the teams while at bat. The offensive team has the advantage of "leading off" on the pitch so that when the ball is hit the baserunners are not at a disadvantage. Therefore, it is not within the spirit of the rule to contrive plays with the intent of advancing runners without the aid of a batted ball.

8. The Infield Fly Rule will not be enforced.
9. Batter is out on third strike regardless of whether catcher drops ball.
10. Sliding is permissible.
11. The baserunner or batter-runner is out when he causes a collision by neither sliding nor attempting to get around the fielder when the fielder has the ball and is waiting to tag the runner out.

#### **SECTION D: TIME LIMIT (SLOW PITCH)**

The time limit shall be eighty minutes. That is, no new inning shall begin after eighty minutes from the actual start of the game, in accordance with the game ending requirements.

NOTE: A new inning starts as soon as the last out is made in the previous inning.

### **RULE IV. PLAYING RULES -BASEBALL**

Rule IV shall govern all Boys' Divisions

#### **SECTION A: PITCHING (BASEBALL)**

1. Pitchers may pitch a total of:

\*8-9/10-11 years: Three innings per game.

\*(pitcher may pitch 4 innings in extra inning game).

12-14 years: Four innings per game.

15-17 years: Five innings per game.

(NOTE: Any part of an inning shall count as one inning.)

2. The balk rule will not be enforced in 8-9/10-11. Any act that would violate the balk rules shall be considered no pitch; runners may not advance.
3. After the first defensive conference in an inning, the umpire shall deny any subsequent conferences except for those with the expressed purpose of removing a pitcher. NOTE: There shall be no mandatory removal of a pitcher due to the number of conferences by a coach.

#### **SECTION B: BATTING (BASEBALL)**

1. Every batter must wear protective head gear while at bat and must continue to wear head gear on the bases.
2. No player may be off the bench except the batter and the next hitter.

#### **SECTION C: BASERUNNING (BASEBALL)**

*Articles 1-7 shall govern Boys 8-9/10-11 only.*

1. A baserunner who has stopped advancing may not again attempt to advance as the ball is returned to the pitcher's area.

**Approved Ruling:** If, in the umpire's judgement, a baserunner had stopped and then advanced as the ball was returned to the pitcher, that runner should be sent back. If the runner is advancing and the defense returns the ball to the pitcher in the pitcher's area, then that runner will be allowed to immediately continue at his own risk to the next base where he must stop if the ball has remained.

2. If the defense, in returning the ball to the pitcher, makes an overthrow or other misplay, the runner may again advance at his own risk. NOTE: Should the ball go out of play as the result of an attempt to return it to the pitcher, the runners are entitled to the proper award.
3. After the baserunner has returned to his base and the pitcher is standing on the pitcher's plate with the ball in his possession, the baserunner must maintain contact with the base until the pitch has crossed home plate.

**\*8-9 Division:** Stealing will not be allowed in the 8-9 division. Runners may lead off after the pitch crosses home plate, but must return to their base prior to the next pitch. If the runner does not return to his base, after being given sufficient time, he shall be called out. If the defense attempts to make a play on a runner leading off, the runner may attempt to advance at their own risk, after re-touching their base. Runners may only advance one base beyond the base they occupied at the time of the pitch, after an attempted play by the defense. If the defense attempts to make a play on the runner at the succeeding base, and makes an overthrow, the runner cannot advance further.

**RULING:** Runner leaving base too early shall be declared out, the pitch shall be ruled "no pitch".

4. On a pitched ball, runners may score when:
  - a. Batter legally hits a pitched ball,
  - b. Forced from third base by reason of the batter becoming a baserunner, or
  - c. Any throw, prior to the next pitch is made to a player other than in returning the ball to the pitcher in the pitcher's area.

Runners who cross home plate while attempting to score illegally shall be declared out.

**Approved Ruling:** If the defense, in returning the ball to the pitcher, misplays a throw, and chooses then to make a play on any runner, then this action will constitute a legal scoring opportunity for the baserunners. A "play" shall be deemed as a throw or overt attempt to put a runner out. A simple feint will not be considered a play.

5. Batter is out on third strike regardless of whether catcher drops ball.

6. Infield Fly Rule will not be enforced.
7. In 10-11: Following a base on balls, the batter must stop at first base if the ball is returned to the pitcher in the pitcher's area prior to the runner reaching first base. If a runner has passed first base before the ball is returned to the pitcher in the pitcher's area, the runner may continue on to second base at his own risk. (the principles of Article 2 and approved ruling in this section are in effect). In 8-9: All runners must stop at first base after a base on balls.

*Article 8 shall govern all divisions:*

8. The baserunner or batter-runner is out when he causes a collision by neither sliding nor attempting to get around the fielder when the fielder has the ball and is waiting to tag the runner out.

### **OFFICIAL BASERUNNING INTERPRETATIONS** (BOYS 8-9, 10-11, ALL GIRLS DIVISIONS)

This rule book refers to two different situations in which the defense returns the ball to the pitcher:

- 1.) At the conclusion of any play during which the batter hit a fair ball or the defense attempted to put out a baserunner;
- 2.) Following a pitch (not legally batted), the catcher (or any player backing up a misplay) returns the ball to the pitcher.

**RULINGS:** On misplays resulting from #1, baserunners may again advance, score and be awarded proper bases should the ball go out of play.

On misplays resulting from #2:

- In Boys 10-11 runners may advance as far as third base.
- In all Girls Divisions and Boys 8-9, runners may not advance.

### **SECTION D: TIME LIMIT (BASEBALL)**

The time limit shall be eighty minutes for 8-9 Boys, and one hour and forty-five minutes for all other boys divisions. No new inning shall begin after the time limit has expired in accordance with the game ending requirements.

NOTE: A new inning begins as soon as the last out is made in the previous inning.

### **RULE V: MISCELLANEOUS RULINGS**

The following Articles shall apply to all Boys and Girls Divisions.

### **SECTION A: A BATTER SHALL NOT THROW THE BAT.**

If a batter throws/releases the bat in a manner the umpire deems as unsafe, the batter shall receive an official warning from the umpire. Any subsequent incidents shall result in the batter being ruled out immediately. In such event, no runners shall advance on the play.

## **SECTION B: OUT-OF PLAY RULE**

1. Two bases are awarded when a thrown ball goes beyond the restraining line (whether or not the ball rebounds into the field), or over, or under, or through a field fence, or on a slanting part of the screen above the backstop, or remains in the meshes of a wire screen protecting spectators. The ball is dead. When such a wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched. In all other cases, the umpire shall be governed by the position of the runners at the time the wild throw was made.

**Approved Ruling:** If all runners, including the batter-runner have advanced at least one base when an infielder throws the ball out of play on the first play after the pitch, the award shall be governed by the position of the runner at the time the wild throw was made.

2. One base is awarded if a ball, pitched to the batter or thrown by the pitcher from his position on the pitcher's plate to a base to catch a runner, goes beyond the restraining line or over or through the field fence or backstop. The ball is dead.
3. One base is awarded if a fielder steps across a restraining line while in possession of the ball.

## **SUSPENDED GAMES**

The following will apply to all games necessarily suspended after play has begun due to inclement weather or any circumstance preventing the contest from officially ending:

- a. The game shall resume at the point of suspension and shall be played to completion at a time and site determined by the Supervisor on duty;
- b. All details (score, baserunners, outs, etc.) shall be recorded by the scorekeeper and reported to the Supervisor for proper use upon resuming the game.

## **BASEBALL/SOFTBALL PLAYOFFS**

The following items apply **only to play-off games**:

1. Home team will be determined by a flip of the coin at the game site.
2. No time limit. All games are to be played to completion in accordance with Rule II, Section G, Articles 1 and 2.

NOTE: League tie-breakers are not considered playoff games

## **T-BALL RULES**

### **(Boys and Girls, Ages 4-5 years)**

**Players reaching their fourth birthday after June 1 will become eligible to participate in our league after their birthday.**

**LEAGUE RULES** - shall be the same as 8-9 girls, except where specified differently.

1. Each game shall be four complete innings or a time limit of 60 minutes (whichever comes first).
2. Defensively, a team consists of ten players (catcher, five infielders, and four outfielders). Players may not play the same position twice in consecutive innings.
3. Distance between bases is 50 feet and a 9" (circumference) ball shall be used.
4. Rubber cleats may be worn.
5. Sliding is discouraged.
6. No bunting or chopping the ball.
7. No lead-offs or steals under any circumstances. Runners may not advance until the ball is batted. Offending runners shall be sent back to their respective bases rather than being called out. On a batted ball, an offending runner may advance only as far as he/she is forced to by the advancement of other runners.
8. Play begins when the coach places the ball on the tee. Each batter has a maximum of five swings to put the ball in play. If by the fifth swing the ball is not put in play, the batter will be declared out. (There will be no limit on the number of foul balls that may be hit).

**NOTE:** After the 4<sup>th</sup> game of the season, each player will receive three underhand pitches from the coach. If by the third pitch the ball is not put in play, the coach will place the ball on the tee. The batter will then have two swings to put the ball in play.

9. A team's turn at bat consists of each player batting one time. The inning ends after each player has batted.
10. If the batter hits the ball and it does not travel beyond the 10' arc in front of home plate, it will be ruled "no pitch".
11. Two coaches may stand in their team's outfield on defense.
12. Two base coaches and one coach operating the tee allowed on offense.

### **PARTICIPATION**

1. All roster players in attendance shall be placed in batting order.
2. Individually, each player must play in the field (defensively). No player may sit on the bench for two consecutive innings. (i.e., a player on the bench one inning must play in the field the next inning.)

### **SAFETY RULES**

1. Catchers shall wear a mask and chest protector.
2. All batters and runners shall be required to wear helmets.
3. On offense, no players shall be allowed off the bench other than the batter and baserunners. There will be **NO** "on-deck" batter allowed.
4. No bats or balls shall be distributed to players unless they are to be used under the direct supervision of the coach.
5. The batter is out if he/she throws the bat.

## **COACH PITCH RULES**

### **(Boys and Girls, Ages 6-7 years)**

**Players reaching their sixth birthday after June 1 will become eligible to participate in our league after their birthday.**

**LEAGUE RULES** - shall be the same as 8-9 girls, except where specified differently.

1. Each game shall be six complete innings or a time limit of 60 minutes (whichever comes first).
2. Defensively, a team consists of ten players (catcher, five infielders, and four outfielders).
3. Distance between bases is 55 feet and a 9" (circumference) ball shall be used.
4. Rubber cleats may be worn.
5. Sliding is allowed.
6. No bunting or chopping the ball.
7. No lead-offs or steals under any circumstances. Runners may not advance until the ball is batted. Offending runners shall be sent back to their respective bases rather than being called out. On a batted ball, an offending runner may advance only as far as he/she is forced to by the advancement of other runners.
8. Each coach shall pitch to their respective teams. Coaches will deliver the ball overhand, from a comfortable distance. There are no walks. The team batting must have a coach behind the batter to collect balls
9. Batters shall receive a maximum of four overhand pitches. If a batter does not put the ball in play on the fourth pitch, the ball will be placed on a batting tee. The batter will have two swings off the tee. If the batter does not put the ball in play, they will be declared out.
10. A team's turn at bat consists of each player batting one time. The inning ends after each player has batted. **NOTE:** Batting order may **NOT** change from inning to inning.
11. If the batter hits the ball and it does not travel beyond the 10' arc in front of home plate, it will be ruled "no pitch".
12. Two coaches may stand in their team's outfield on defense.
13. Score and standings will not be kept. Teams will play an eight game season.

### **PARTICIPATION**

1. All roster players in attendance shall be placed in batting order.
2. Individually, each player must play in the field (defensively). No player may sit on the bench for two consecutive innings. (i.e., a player on the bench one inning must play in the field the next inning.)

### **SAFETY RULES**

1. Catchers shall wear a mask and chest protector.
2. All batters and runners shall be required to wear helmets.
3. On offense, no players shall be allowed off the bench other than the batter, the baserunners and the on-deck batter.
4. No bats or balls shall be distributed to players unless they are to be used under the direct supervision of the coach.
5. The batter is out if he/she throws the bat.

## **COVID-19 MODIFICATIONS/POLICIES**

THE FOLLOWING RULES AND POLICY MODIFICATIONS SHALL TAKE PRECEDENT OVER ANY CONFLICTING RULES AND POLICIES PREVIOUSLY STATED.

1. All participants must fill out an informed consent form prior to participating in any team activities.
2. Dugouts will be closed. Team seating areas will be set up outside the fence line.
3. No postgame snacks allowed. No food allowed inside the team seating area or on the field of play, including sunflower seeds.
4. No shared source of water. Players must bring their own personal water bottles.
5. All players, coaches and spectators will be required to wear a mask at all times. Exception: Players may, but will not be required to wear a mask when on the field of play during a game. Players on the sideline will still be required to wear a mask.
6. Players are encouraged to provide their own equipment as much as possible, including bats and helmets.
7. Any shared equipment must be sanitized between uses.
8. Each team will be allowed up to two (2) dugout parents, who will be responsible for sanitizing any shared equipment immediately after use, prior to another player being allowed to use it. Dugout parents must be fingerprinted and approved by July 3. Dugout parents are not coaches. They will not be allowed to act as a coach in any official capacity, and will not receive any coaching service credit.
9. Each team will be designated its own supply of game balls, which will be put in play by the umpire when that team is in the field defensively.
10. Catcher's mitts will not be provided. Any approved baseball/softball glove may be used by catchers.
11. Once inserted into a game, catchers will play a minimum of two consecutive innings, barring injury. Any portion of an inning constitutes an entire inning. Mid-inning replacements for catchers who have already met their two inning minimum should be minimized, and should only be utilized in the event of an injury.
12. There will be no catchers in the 4-5 and 6-7 divisions. Coaches for the batting team will act as the catcher, and shag balls. In the 4-5 and 6-7 divisions, defensively each team will consist of 9 players—five infielders and four outfielders.
13. Teams should meet in a predesignated area, away from the field, prior to each game or practice. Teams will wait to be summoned onto the field by a Recreation Leader or Umpire before setting up.
14. No post-game handshakes. Teams are encouraged to utilize alternative methods for showing respect to the opposing teams that allow for physical distancing.
15. All players, coaches and spectators are required to do a self-assessment health check prior to arriving at the fields each day. Anyone experiencing signs or symptoms of illness cannot come to the field that day.
16. If a player or coach tests positive for COVID-19, the head coach is responsible for notifying the Community Services Supervisor at their home park within 24 hours of being made aware. They must isolate at home, and any other players or coaches who were exposed must immediately self quarantine.
17. Participants (including coaches and spectators) experiencing symptoms of COVID-19, must stay home until at least 10 days have passed since symptoms first appeared AND at least 24 hours after recovery, which means their fever has resolved without the use of fever-reducing medications and there is improvement in their symptoms (e.g., cough, shortness of breath).
18. If a participant tests positive for COVID-19 but never had any symptoms, they must stay home until 10 days after the date of the first positive test, but if they develop symptoms of COVID-19 they must follow the instructions in rule #17.





CITY OF LAKEWOOD **RECREATION**  
& **COMMUNITY SERVICES**



