

Litchfield Baseball Association (LBA) Local League Rules

Revision 8.0 (April 9, 2009)

Everyone participating in the Litchfield Baseball Association **will** conduct themselves in a fair and sportsmanlike manner. Everyone should read, understand, and abide by the Rules and Regulations of Cal Ripken Baseball. Each Manager has a copy of these rules. In addition to the national rules, the LBA has adopted the following local rules:

1. Games

- Games will start at the scheduled time. Ten (10) minutes prior to game time the “Visiting Team” will control the field for 5 minutes followed by the “Home Team” controlling for the 5 minutes.
- Each Major and Minor League team must supply one volunteer to work in the concession stand
- The Home Team is responsible for Field Preparations (bases, lines, mound, etc.) prior to a game
- The Away Team is responsible for Field Clean-up after a game (bases, rake mound/batters box, trash)
- Each team must provide 1 game ball to the Umpire and more as needed

2. Disciplinary Action for Ejection (Player, Coach, or Manager) Article XII of League By-Laws

- Based on severity of the offense the Board of Directors may impose any of the following penalties:

Warning, Suspension, Dismissal, Barred

- In the event of a player ejection by an umpire for any scheduled League game, the ejected individual will be subject to the following penalties pending review by Board of Directors:

First ejection: At a minimum suspended for the next game

Second ejection: At a minimum suspended for the next game

Third ejection: At a minimum dismissal from the League for remainder of current season

- An individual desiring to appeal their suspension must submit a written request to a Board Member within 24 hours of notification of disciplinary action. A hearing will be scheduled within 48 hours of the request.

3. Manager/Coach and Player Interaction

- No one adult should be left alone with any one player at the field before or after practice or game.
- Only 1 Manager and up to 3 Coaches may be in the dugout or field during a game and at least 1 must remain in the dugout at all times.
- If players serve as base coaches they must wear protective helmets.
- During games the Manager and Coaches should be inside their respective dugouts, or if outside they must be no closer than the dugout entrance that is furthest away from home plate.

4. Equipment/Miscellaneous

- Bats: 2 1/4 maximum diameter and 33 inches maximum length for All Divisions.
- Batting Donut: Approved for Major and Minor Divisions only.
- Batting Helmets: Face guards required for All Divisions.
- Shoes: Rubber cleats or sneakers acceptable. Metal cleats or spikes are prohibited.
- Athletic Supporter: Strongly recommended (hard metal, fiber, or plastic type cup).
- Catchers: Must wear athletic supporter, chest protector, helmet with mask and “dangling” throat protector.
- On-Deck Position: Only allowed in Majors, but no unattended equipment allowed outside of dugout
- No Jewelry is allowed to be worn by a player
- No “Hidden Ball” tricks are allowed
- In Majors and Minors, if the Batter leaves the Batter’s box, without umpire time, and while the Pitcher is in the act of pitching but before the ball is delivered by the Pitcher, the interpretation of the pitched ball will be a strike (Rule 6.02C)

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Division	Major (11-12 Year Old)
Game Length	-6 Innings, no new inning can start after 1 hour and 50 minutes -Regulation Game after 4 innings (3 1\2 innings if home Team is ahead) -No time limit for Playoff games
Number of Players	-8 minimum to start, 7 minimum to complete -Game forfeited if team fails to field 8 players within 10 minutes of scheduled starting time or 7 players at any time during game (However, play the game)
Batting Order	-Each player present must bat in a continuous batting order -Players arriving late are added to end of lineup.
Substitution	-No player may sit out a second or third inning defensively until all players have sat out at least one and two innings respectively. Starting Pitcher is exempt if continuing to pitch, but must immediately sit out the required innings when they are removed as a Pitcher -Once a Pitcher is replaced the player can not reenter same game as a pitcher
“Mercy Rule”	-Game is officially over when ahead by 10 or more runs after 4 innings (3 1\2 innings if home Team is ahead)
Pitcher Innings	-6 Innings max per week, 4 innings max per day -Pitching week is from Monday to Sunday -Two calendar days of rest required if pitch 3 or more innings -The start of a new week does not conclude or reset a pitcher’s rest requirement -One pitch in an inning is considered one inning pitched -Recommended maximum 70 pitches per day
Mgr Visits & Hit Batter	-Pitcher must be replaced at second visit in an inning -Pitcher must be replaced upon third hit batter in an inning or 4th total in game
Balks	-One warning per Pitcher per Game -Additional Balks only enforced if done to advantage of Defense.
Dropped 3rd Strike	-Batter is out regardless if third strike is caught by catcher.
Sliding \ Obstruction Rule 7.06	- Runner must slide or avoid the fielder. - No “Head First” slide allowed except back to a base. Penalty: Runner is out. - Fielder cannot block base path unless he is fielding a batted ball, attempting to field a thrown ball, or has possession of the ball. Penalty: Runner(s) are awarded base(s).
Bunting	-No fake bunt and swing; Penalty: Dead ball and batter is out
Thrown Bat	-Warning for 1st offense per Team -Additional offenses: Dead Ball, Batter is out, runners return to original bases
Infield Fly Rule	-Applies
Base Running	-Leading and Stealing; Cal Ripken Baseball Rules apply

Litchfield Baseball Association (LBA) Local League Rules

Revision 8.0 (April 9, 2009)

Division	Minor (9-10 Year Old)
Game Length	-6 Innings, No new inning can start after 1 hour and 50 minutes -Regulation Game after 4 innings (3 1/2 innings if home Team is ahead) -No time limit for play off games
Number of Players	-8 minimum to start, 7 minimum to complete -Game forfeited if team fails to field 8 players within 10 minutes of scheduled starting time or 7 players at any time during game (However play the game)
Batting Order	-Each player present must bat in a continuous batting order -Players arriving late are added to end of lineup
Substitution	-No player may sit out a second or third inning defensively until all players have sat out at least one and two innings respectively. Starting Pitcher is exempt if continuing to pitch, but must immediately sit out required innings when they are removed as a Pitcher -Each player must play at least 2 innings in the infield, unless approved by the Board -Each player must play at least 1 inning in the outfield by the end of the 5 th inning -Once a Pitcher is replaced the player can not reenter as a pitcher in the same game
Inning	-An offensive inning shall end when 5 runs are scored or 3 outs are made
“Mercy Rule”	-None, play the game even if the losing team can not catch up
Pitcher Innings	-6 Innings max per week, 3 innings max per day (Pitching week is Monday to Sunday) -One calendar day of rest required if pitch 2 innings -Two calendar days of rest required if pitch 3 innings -The start of a new week does not conclude or reset a pitcher’s rest requirement -One pitch in an inning is considered one inning pitched -Recommended maximum 50 pitches per day
Mgr Visits & Hit Batter	-Pitcher must be replaced at second visit in an inning -Pitcher must be replaced upon third hit batter in an inning or 4th total in game
Balks	-Not Applicable
Dropped 3rd Strike	-Batter is out regardless if third strike is caught by catcher
Sliding \ Obstruction (Rule 7.06)	- Runner must slide or avoid the fielder. - No “Head First” slide allowed except back to a base; Penalty: Runner is out - Fielder cannot block base path unless attempting to field a batted or thrown ball, or has possession of the ball; Penalty: Runner(s) are awarded base(s)
Bunting	-No fake bunt and swing; Penalty: Dead ball and batter is out
Thrown Bat	-Warning for 1st offense per Team -Additional offenses: Dead Ball, Batter is out, runners return to original bases
Infield Fly Rule	-Does not apply
Base Running	-Runners must remain in contact with base until ball has reached or passes the catcher -For the first offense (whether the ball is hit or not) the ball is immediately dead and shall be considered a No Pitch and all runners must return to their original bases -Thereafter: Delayed dead ball. Allow the play to continue and defensive team decides: 1- If the ball is hit the defense can elect to accept the results of the hit and any resulting continuous play or declare a no pitch and the offending runner out, and return all other runners to their original bases. (Only 1st runner to leave early is out) 2- If the ball is not hit the defense can elect to accept the results of the pitch and any resulting continuous play or declare the offending runner out and return all other runners to their original bases (Only 1st runner to leave early is out). In this case the Pitch counts and runners advance if forced. Once a team is up by 6 runs or more, no stealing or advancing to home on a wild pitch, passed ball, or play on another runner. The runner at third is liable to be put out but may not advance to home except on a hit or if forced home via a walk or hit batter.

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Division	Rookie (7-8 Year Old)
Game Length	-5 Innings, No new inning can start after 1 hour and 45 minutes -Regulation Game after 3 innings (2 1\2 innings if home Team is ahead) -No time limit for play off games
Number of Players	-7 minimum to start, 6 minimum to complete -Game forfeited if team fails to field 7 players within 10 minutes of scheduled starting time or 6 players at any time during game (However play the game)
Batting Order	-Each player present must bat in a continuous batting order -Players arriving late are added to end of lineup
Substitution	-No player may sit out a second or third inning defensively until all players have sat out at least one and two innings respectively -Each player must play at least 1 inning in the infield and 1 inning in the outfield by the end of the 4 th inning -If a parent specifically requests that a child not play in the infield for safety reasons, it is the Manager's responsibility to inform the opposing Manager prior to start of the game. -Each player can play no more than 2 innings at any one position
Inning	-An offensive inning shall end when 4 runs are scored or 3 outs are made
"Mercy Rule"	-None, play the game even if the losing team can not catch up
Sliding \ Obstruction (Rule 7.06)	- Runner must slide or avoid the fielder. - No "Head First" slide allowed except back to a base; Penalty: Runner is out - Fielder cannot block base path unless attempting to field a batted or thrown ball, or has possession of the ball; Penalty: Runner(s) are awarded base(s)
Bunting	-Not allowed. If a hit ball does not travel at least 10 feet it will be ruled a Foul Ball.
Thrown Bat	-Warning for 1st offense per Team -Additional offenses: Dead Ball, Batter is out, runners return to original bases
Infield Fly Rule	-Does not apply
Base Running	-Runners must remain in contact with base until ball is hit. Penalty: The ball is a no pitch and immediately dead. All runs must return to their original bases. -All runners can only advance 1 base on a hit ball in the infield -All runners and batter-runners can only advance a maximum of 2 bases on a hit to the outfield (ball must completely make it onto outfield grass) -Home Runs still apply
Specific Offensive Rules	-Each batter receives at most 8 pitches from a pitching machine -If the batter does not hit a ball into fair territory by the 8 th pitch they are declared out, however the batter can not be called out if the last pitch is a foul ball -A hit ball that stikes the pitching machine shall be considered a live ball
Specific Defensive Rules	-There may be up to 10 players defensively, with no more than 6 in normal infield positions (pitcher, catcher, 1 st , 2 nd , SS, and 3 rd) and up to 4 in outfield evenly spaced -Outfielders must start in positions at least 15 feet from the infield when the ball is hit -To promote fielding a pitcher may not field a ball and then run to tag a base for an out -To promote fielding an outfielder must throw to a base to make an out

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Division	T-Ball (5-6 Year Old)
Game Length	-3 Innings or 1 hour time limit -No Score is Kept
Number of Players	-Not Applicable. If a team has less than 8 players (no catcher) the other team should provide help on defense
Batting Order	-Each player present must bat in a continuous batting order -Players arriving late are added to end of lineup
Substitution	-Each player must play at least 1 inning in the infield and 1 inning in the outfield -If a parent specifically requests that a child not play in the infield for safety reasons, it is the Manager's responsibility to inform the opposing Manager prior to start of the game.
Inning	-An offensive inning shall end when each offensive player has batted once in the inning
Sliding \ Obstruction (Rule 7.06)	- Runner must slide or avoid the fielder. - No "Head First" slide allowed except back to a base; Penalty: Runner is out - Fielder cannot block base path unless attempting to field a batted or thrown ball, or has possession of the ball; Penalty: Runner(s) are awarded base(s)
Bunting	-Not allowed. If a hit ball does not travel at least 10 feet it will be ruled a Foul Ball.
Thrown Bat	-Not Applicable
Infield Fly Rule	-Does not apply
Base Running	-Runners must remain in contact with base until ball is hit; No Penalty but teach the rule -All runners can only advance 1 base on a hit ball in the infield -All runners and batter-runners can only advance a maximum of 2 bases on a hit to the outfield (ball must completely make it onto outfield grass) -Home Runs still apply
Specific Offensive Rules	-Each batter will hit the ball of a Tee until the ball is put into fair territory -A safety base must be used at 1 st base. Runners and the defense can use any part of the base and the base will be considered fair territory.
Specific Defensive Rules	- All players are in the field defensively, with no more than 5 in the normal infield positions of pitcher, 1 st , 2 nd , SS, and 3 rd , and the rest evenly spaced in the outfield - If a defensive team records 3 outs, all runners are removed from the bases and the inning continues until all batters hit once -Outfielders must start in positions at least 15 feet from the infield when the ball is hit -To promote fielding a pitcher may not field a ball and then run to tag a base for an out -To promote fielding an outfielder must throw to a base to make an out -It is recommended that the 1 st baseman wear a batting helmet with face guard