

Litchfield Baseball Association (LBA) Local League Rules

Revision 12.1 (April 11, 2012)

Everyone participating in the LBA **will** conduct themselves in a fair and sportsmanlike manner. Everyone should read, understand, and abide by the Rules and Regulations of Cal Ripken Baseball. 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 “away” team will control the field for 5 minutes followed by the “home” team controlling for 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/batter’s box, trash).
- Each team must provide 1 game ball to the Umpire and more as needed.
- Any time thunder or lightning is observed, clear the field (retire to cars!), and wait 30 minutes. This time resets every occurrence. Game may resume after 30 minutes without thunder and lightning. Game will be called after 45 minutes of continual delay.

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 may appeal their suspension with a written request to an LBA 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 ¼” maximum diameter and 33” 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; 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	<ul style="list-style-type: none"> - 6 Innings, no new inning can start after 2 hours. - Regulation game after 4 innings (3 1\2 innings if home team is ahead). - No time limit for playoff games.
Number of Players	<ul style="list-style-type: none"> - 8 minimum to start, 7 minimum to complete, coordinator discretion may reduce to 7 and 7. - 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	<ul style="list-style-type: none"> - Each player present must bat in a continuous batting order. - Players arriving late are added to end of lineup.
Substitution	<ul style="list-style-type: none"> - 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”	<ul style="list-style-type: none"> - Game is officially over when ahead by 15+ runs after 3 innings (or 2½ innings if home team is ahead). - Game is officially over when ahead by 10+ runs after 4 innings, (or 3½ innings, if home team is ahead). - Once a mercy rule applies, and at the managers’ discretion, the game may be continued to the time limit with the scoreboard shut off.
Pitcher Innings	<ul style="list-style-type: none"> - 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	<ul style="list-style-type: none"> - 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	<ul style="list-style-type: none"> - There will be one warning per pitcher, per game.
Dropped 3rd Strike	<ul style="list-style-type: none"> - Dropped third strike applies per rule 6.05(b) and (c). A batter on a dropped third strike is eligible to run to first when first base is unoccupied or when there are two outs.
Sliding \ Obstruction Rule 7.06	<ul style="list-style-type: none"> - Runner must slide or avoid the fielder. - Runner must slide into home when there is a play at the plate; penalty: runner is out. - 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: base(s) awarded to runner(s).
Bunting	<ul style="list-style-type: none"> - No fake bunt and swing; penalty: dead ball and batter is out.
Thrown Bat	<ul style="list-style-type: none"> - Warning for 1st offense per Team. - Additional offenses: dead ball, batter is out, all runners return to original bases.
Infield Fly Rule	<ul style="list-style-type: none"> - Applies.
Base Running	<ul style="list-style-type: none"> - Leading and stealing; Cal Ripken baseball rules apply.

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Division	Minor (9-10 Year Old)
Game Length	<ul style="list-style-type: none"> - 6 Innings, no new inning can start after 2 hours. - Regulation game after 4 innings (3 1/2 innings if home team is ahead). - No time limit for playoff games.
Number of Players	<ul style="list-style-type: none"> - 8 minimum to start, 7 minimum to complete, coordinator discretion may reduce to 7 and 7. - 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	<ul style="list-style-type: none"> - Each player present must bat in a continuous batting order. - Players arriving late are added to end of lineup.
Substitution	<ul style="list-style-type: none"> - 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 5th inning. - Once a pitcher is replaced the player can not reenter as a pitcher in the same game.
Inning	<ul style="list-style-type: none"> - An offensive inning shall end when a.) 3 outs are made or b.) 5 runs are scored <u>and</u> the umpire declares time out. There is no exception to the per inning run max, even for home runs. On a play where the per inning run max is met, the game will remain live until the conclusion of the play; outs occurring after the run max <u>will</u> be recorded.
“Mercy Rule”	<ul style="list-style-type: none"> - None, play the game even if the losing team can not catch up.
Pitcher Innings	<ul style="list-style-type: none"> - 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	<ul style="list-style-type: none"> - 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	<ul style="list-style-type: none"> - Not Applicable.
Dropped 3rd Strike	<ul style="list-style-type: none"> - Batter is out regardless if third strike is caught by catcher.
Sliding \ Obstruction (Rule 7.06)	<ul style="list-style-type: none"> - Runner must slide or avoid the fielder. - Runner must slide into home when there is a play at the plate; penalty: runner is out. - No “Head First” slide allowed except back to a base; penalty: runner is out. - Fielder/Catcher cannot block base path unless attempting to field a batted or thrown ball, or has possession of the ball; penalty: base(s) awarded to runner(s).
Bunting	<ul style="list-style-type: none"> - No fake bunt and swing; penalty: dead ball and batter is out.
Thrown Bat	<ul style="list-style-type: none"> - Warning for 1st offense per Team. - Additional offenses: dead ball, batter is out, all runners return to original bases.
Infield Fly Rule	<ul style="list-style-type: none"> - Does not apply.
Base Running	<ul style="list-style-type: none"> - 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, all runners return to original bases. Thereafter: delayed dead ball. Allow the play to continue and defensive team may elect: <ul style="list-style-type: none"> a.) If the ball <i>is</i> hit, to accept the results of the entire play or declare a no pitch and the offending (1st only) runner out, and return all other runners to original bases. b.) If the ball is <i>not</i> hit, to accept the results of the pitch and entire play or declare the offending runner (1st only) out, and return all other runners to original bases. Runners advance if forced. - Once a runner ceases to advance or retreats back towards the base, the play is over, unless the defense attempts to make a play to a base or an errant throw. - A hit ball results in advancement as many bases by each runner at their own risk. - A walk; the batter runner may only acquire 1B and other runners, if forced, can move up one base, unless the defense attempts to make a play. - On catcher's interference the offense may still elect to take the outcome of the play. - On a hit by pitch, the ball is dead and the batter runner is only entitled 1B. - With a lead of 6 runs or more, all base runners may only advance as a result of the batter-runner's actions that result in the need to acquire 1B.

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Division	Rookie (7-8 Year Old)
Game Length	<ul style="list-style-type: none"> - 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 playoff games.
Number of Players	<ul style="list-style-type: none"> - 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	<ul style="list-style-type: none"> - Each player present must bat in a continuous batting order. - Players arriving late are added to end of lineup.
Substitution	<ul style="list-style-type: none"> - 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 4th 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	<ul style="list-style-type: none"> - An offensive inning shall end when a.) 3 outs are made or b.) 4 runs are scored <u>and</u> the umpire declares time out. There is no exception to the per inning run max, even for home runs. On a play where the per inning run max is met, the game will remain live until the conclusion of the play; outs occurring after the run max <u>will</u> be recorded.
"Mercy Rule"	<ul style="list-style-type: none"> - None, play the game even if the losing team can not catch up.
Sliding \ Obstruction (Rule 7.06)	<ul style="list-style-type: none"> - Runner must slide or avoid the fielder. - Runner must slide into home when there is a play at the plate; penalty: runner is out. - No "Head First" slide allowed except back to a base; penalty: runner is out. - Fielder/Catcher cannot block base path unless attempting to field a batted or thrown ball, or has possession of the ball; penalty: base(s) awarded to runner(s).
Bunting	<ul style="list-style-type: none"> - Not allowed. If a hit ball does not travel at least 15 feet from the back corner of home plate, it will be ruled a foul ball.
Thrown Bat	<ul style="list-style-type: none"> - Warning for 1st offense per team. - Additional offenses: dead ball, batter is out, all runners return to original bases.
Infield Fly Rule	<ul style="list-style-type: none"> - Does not apply.
Base Running	<ul style="list-style-type: none"> - Runners must remain in contact with base until ball is hit; penalty: the ball is a no pitch and immediately dead, all runners return to 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	<ul style="list-style-type: none"> - Each batter will bat until the ball is put into play. They will receive 3 pitches from a pitcher, 3 from a pitching machine, and then the ball will be placed on a tee. - A hit ball that strikes the pitching machine, the coach operating it, or an unequipped fielder's helmet shall be considered a live ball. - A safety base must be used at 1st base. Runners and the defense can use any part of the base and the base will be considered fair territory.
Specific Defensive Rules	<ul style="list-style-type: none"> - An adult pitcher must throw from a kneeling position; players pitching must only throw from the stretch position. - There may be up to 10 players defensively, with no more than 6 in normal infield positions (pitcher, catcher, 1st, 2nd, SS, and 3rd) 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. - A helmet for the pitcher must be available and placed in the field immediately behind the pitching machine for (optional) use by the pitcher.

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Division	T-Ball (5-6 Year Old)
Game Length	<ul style="list-style-type: none"> - 3 Innings or 1 hour time limit. - No Score is kept.
Number of Players	<ul style="list-style-type: none"> - Not Applicable. If a team has less than 8 players (no catcher) the other team should provide help on defense.
Batting Order	<ul style="list-style-type: none"> - Each player present must bat in a continuous batting order. - Players arriving late are added to end of lineup.
Substitution	<ul style="list-style-type: none"> - 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	<ul style="list-style-type: none"> - An offensive inning shall end when each offensive player has batted once in the inning.
Sliding \ Obstruction (Rule 7.06)	<ul style="list-style-type: none"> - Runner must slide or avoid the fielder. - Runner must slide into home when there is a play at the plate; penalty: runner is out. - 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	<ul style="list-style-type: none"> - Not allowed. If a hit ball does not travel at least 15 feet from the back corner of home plate, it will be ruled a Foul Ball.
Thrown Bat	<ul style="list-style-type: none"> - Not Applicable.
Infield Fly Rule	<ul style="list-style-type: none"> - Does not apply.
Base Running	<ul style="list-style-type: none"> - 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	<ul style="list-style-type: none"> - Each batter will hit the ball off a tee until the ball is put into fair territory. - A safety base must be used at 1st base. Runners and the defense can use any part of the base and the base will be considered fair territory.
Specific Defensive Rules	<ul style="list-style-type: none"> - All players are in the field defensively, with no more than 5 in the normal infield positions of pitcher, 1st, 2nd, SS, and 3rd, 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 1st baseman wear a batting helmet with face guard.

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Rules History

This is to provide a history of changes and why they were made.

2010 Changes:

Majors:

- Game length reduced from 2 to 1h 50m.
- Balks, removed enforcement only if it was a defensive advantage, because it was unclear.

Minors:

- Game length increased from 1h 50m to 2h.
- Play is over when runner retreats or ceases to advance, unless defense throws. Added this to reduce runner taunting/dancing.
- On a walk, only one base unless the defense throws. Added this in an attempt to eliminate a coach from turning a walk into a double.
- Catcher's interference, offense elects outcome
- HBP is dead ball, only 1B.
- Simplified/clarified 6+ run runner restriction rule.

All Divisions:

- Included catcher in base path block rule to make it clear that catchers are not allowed to block home plate, unless they are in the act of fielding a ball or have possession of the ball.

2011 Changes:

Rookie:

- Added rule requiring presence of a pitcher's helmet at the pitching machine.
- Added hit ball striking a coach or pitcher's helmet also considered a live ball.

Minor:

- Discussed implementing no 3B to H stealing for the first couple of weeks. Not implemented.

Major:

- Added 15+ mercy after 3 rule.
- Added no scoreboard and play the game after a mercy, manager's discretion.
- Allow batter to run on dropped 3rd strike.

Discussion:

- Effects a no 3-H steal would have if implemented... Want catchers/pitchers developing the skills required for those positions. Also prevents a coach from putting lesser talent in the catcher's position, which is an infield position also. Also to prevent umpires from being hit by balls.

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2012 Changes:

General:

- Thunder heard or lightning seen, game stops, people to cars, wait for 30 minutes for each occurrence. Clock resets on each occurrence. Max 45 minute wait.

All:

- Runners must slide into home when there is a play at the plate, or they are out. Wasn't in there, should be for safety.

T-Ball:

- Foul line moves from 10' to 15' from the back corner of the plate. It used to be measured 10' from the grass border. In past few years, it's been measured from back of home plate. This gives a little bit more room for the fielder to have a clear throw to 1B.

Rookie:

- Safety base at first base; there are still lots of issues at 1B.
- Foul line moves from 10' to 15' from the back corner of the plate. (See T-Ball above).
- 3/3/T. No more 8 balls from the machine; games are going too long. Reduce the number of pitches to 6. Three from the pitcher, three from the machine, then use the T (until the player gets a hit). First half of the season, pitcher is a "coach". Second half, pitcher is a player. Move pitching machine back a little bit.
- Players pitch from the stretch only. Coaches pitch from a kneeling position only; to mimic the trajectory of what the kids will be seeing from a peer.
- Clarify max runs rule. It whatever the max is, even if one less has been scored and a grand slam is hit. Play the current play out, but only record the max runs. If it so happens then that an out occurs, the defensive team gets credit for the out.

Majors:

- Minimum of 7 players to start and complete a game (due to lower registrations numbers). If a player gets injured, it's a forfeit, but finish the game if possible. Made wording to allow 7 at coordinator discretion.