

Londonderry Athletic & Field Association (Lafa)

Rules & Regulations for AA and A

Revision: 2019.04.07

I. Baseball Rules

First and foremost, the rules governing Cal Ripken League Baseball shall govern the operation of the organization except those local rules stated below.

II. Local Rules

A. League organization

1. **Divisions:** The league shall consist of two divisions of players who are 9-10 years old:
 - a. The AA division will consist of drafted players.
 - b. The A division shall consist the remaining non-drafted players.
2. **Cal Ripken All-Stars:**
 - a. A player must attend at least 60% of their Lafa games to be eligible to participate in the summer Cal Ripken All-Star team for their respective age group. Not meeting minimum due to injury or other extenuating circumstances will be handled on a case-by-case basis

B. Game Control

1. **Start Time & Game Length:**
 - a. All regular season weekday games shall start at 6:00 PM with a game length of 2 hours. No new inning may start after one hour and 45 minutes from schedule game start, which is 7:45 PM. However, if an inning is started prior to 7:45 PM, the inning should be completed regardless of game length.
 - b. All regular season weekend games shall start at their scheduled time. No new inning may start after 1 hour 45 minutes from scheduled start time. However, if an inning is started prior to the time limit, the inning should be played until the 2 hour limit. If the inning isn't completed, the score reverts back to last completed inning.
2. **Scoring**
 - a. The "10 run rule" will apply after four innings of play, if the losing team has batted in the fourth inning.
 - b. The maximum of six (6) runs can be scored per inning by each team (except in the "last" inning- see section d). If the 6th run is scored during a play with multiple runners on, finish the play, but all runs over 6 do not count and are not recorded.
 - c. If the time length prevents a full 6 inning game, the coaches will meet and decide what inning will be the last inning for the 6th inning rule to take effect.
 - d. The 6th/Last inning run rule is that either team can score an unlimited amount of runs that gives them a chance to win the game or increase their lead.
3. **Game cancellation:** The coaches are responsible for calling a game due to inclement weather conditions prior to the start of the game. The Home team coach shall notify the umpire in chief by 4:30 PM game day. It is important to try and play all games as scheduled due to the difficulties with rescheduling. All games must be rescheduled through the A/AA coordinator. If games are cancelled by Lafa it will be posted at www.lafa.info and this cancellation pertains to all games that day.
4. **Control of the Game:** The control of the game transfers to the plate umpire at the scheduled game time. The umpire shall alert benches of the following before each game:
 - a. There will be no stepping out of the batter's box between pitches.
 - b. Each team will have one minute to change positions from offense to defense. Pitchers will be allowed five pitches (if same pitcher) or 8 pitches (if new pitcher) between innings. These rules are enforced to speed up the game.

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5. **Standings:**

- a. Standings will be kept in both divisions. Pairings for playoffs will be determined by each team's record during the regular season.
- b. The home team is responsible for adding game scores to the LAFA website within two days of the game.

C. Team Responsibilities

1. **Scorebook:** The team manager is required to maintain a scorebook for each game. The book shall contain the last name and number for both teams. (This is very important since at the end of the season, books will be turned in and used by the tourney teams to validate each player's entry into district tournaments.) The "home team" shall maintain the official book. Sometime between innings, the coaches should verify the game score. In event of a discrepancy, the home team book shall be the official score.
2. **"Home" Team** - The home team will occupy the dugout towards third base. The home team is also responsible for a "Quick Drag" of the entire field after the game.
3. **"Visiting" Team** - The visiting team will occupy the dugout towards first base. They will be responsible for prepping (rake & line) the infield prior to the game.
4. Each manager should walk the field prior to starting a game to ensure that it is safe to play.
5. Each team shall clean their respective dugout at the conclusion of their game.
6. The team "at bat" shall retrieve all foul balls.
7. **Player/parent Participation:** No one is allowed on the playing field except the rostered players, manager, coaches and the umpires. In addition, no one is allowed on the bench except rostered players, manager, coaches, scorekeeper and batboy.
8. **Coaches Participation:** All coaches on the defensive team should be behind the fence in the dugouts. The only ones that should be on the field are the 2 base coaches, 2 umpires and the defensive players and the batter.
9. ***Each team shall clean their respective dugout at the conclusion of their game. Full trash cans are to be rolled to the parking lot and replaced with a new one from the concession stand.***

D. Rosters and Positioning

1. **Batting order.** Both the A & AA leagues shall use a continuous batting order.
2. **Defensive Positioning:** Both leagues shall use 4 outfielders. All players must play at least three defensive innings in the field with one inning being in the infield (weather and time permitting).
3. **Free substitution:** Coaches may freely substitute defensive players, providing the Defensive Positioning rule is observed. The one exception is the pitcher (see Pitching Rules).
4. **Minimum number of players:** Teams may play with 8 players. If less than 8 players are present the game is forfeited. Once a game is forfeited, the teams should still try and play with the remaining players.

E. Equipment

1. **Cleats** - Rubber cleats are permitted in both A and AA league.
2. **Bats** - Bats must be USA Baseball approved, 2-1/4 or 2-5/8 inch barrel diameter. No BBCOR.
3. **Uniforms** - Gray pants and team-issued hat and shirt must be worn during the game.

F. Protests and Ejections

1. **Ejection Circumstances:** The plate umpire shall issue team warnings to each bench at the start of each game concerning profanity and unsportsmanlike conduct. A player, coach or manager shall be ejected from the game (and **suspended** for the next one) on the first offense for the following:
 - a. use of profanity
 - b. throwing equipment (batting helmet or bat)
 - c. obscene gestures
 - d. use of abusive language toward a coach, manager, spectator or umpire.

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- e. intentionally running into another player with the intent to injure or break up a play.
2. **Ejection from Field:** Any manager, coach or spectator can, at the discretion of the plate umpire, be asked to leave the ballpark for use of profanity, obscene gestures or use of abusive language toward a coach, manager, umpire or another spectator. If the offender ignores the request, the umpire shall notify the offender and both benches that unless the request is honored within five minutes, the game shall become a forfeit in favor of the opposing team. This forfeit shall be subject to review by the League President. The plate umpire shall report any such action to the league president immediately after the game.
3. **Disputed Calls:** The umpires shall not argue with any coach, manager, player or spectator. Only the team manager may confer with the umpire concerning a call or decision. Anyone else may be ejected from the game at the discretion of the umpire, after being warned once of such actions. The objective of this rule is to prevent "ganging up" on the umpire during contested calls.
4. **Protested Games:** The plate umpire shall notify the league President of any protested game and shall provide the exact game situation that existed at the time the protest was made. The league President shall rule on the protest and notify the plate umpire and two team managers of his decision within three calendar days.
5. **Lafa Mafia Rule:** The League president (or his/her designee) can stop any game by notifying the plate umpire and both managers of his/her decision.

G. Pitching Rules

1. During the regular season, pitchers may pitch up to 75 pitches. 25 pitches or less there is no rest required. Up to 40 pitches there is a minimum of 1 day rest. Between 41 -65 pitches and the player must take 2 full days of rest. After 66 pitches or more, the player must take 3 full days off before pitching again.
Note: Using the upper-limits and/or minimum rest should be the exception, not a pitcher's normal routine.
2. If a player pitches in an AAU game, the pitches will count in the Lafa numbers. A player may NOT pitch for Lafa on the same day he/she pitches for School or AAU.
3. If a pitcher has three (3) hit batsmen (hit-by-pitch) during an inning, the player must be removed as pitcher.

H. Base Running Rules

1. Non Contact going into a base. Other than 1st base, the player MUST attempt to slide. The catcher cannot block the plate when there is no play at home plate.
2. Batters are not allowed to advance to first base on a dropped third strike.
3. Base runners must slide into 2nd, 3rd and home if a play is being made. This is an umpire judgment call. No head first slides are allowed going into any base and if so the runner will be out.
4. **A rule:** runners cannot advance on a ball in play when the pitcher has control of the ball and is on the pitcher's mound.
5. **A rule:** Base runners can advance only if the pitch is a passed ball (passes behind the catcher). Runners are allowed only to advance to the base they are going and cannot advance further on an overthrow from the catcher.
6. **A rule:** There is no stealing home on a pass ball or on an over throw to third base.
7. **AA rule:** Base runners can advance to 2nd and 3rd base on any pitch
8. **AA rule:** A team may ATTEMPT to steal home on a pass ball or on an over throw to 3rd base **THREE TIMES PER GAME**. This will start after FOUR regular season games.
9. **Infield Fly:** The infield fly rule, as described in the Cal Ripken Rule Book, applies to AA. The infield fly rule is NOT used in single A.

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I. Lightning Policy

1. The first sign of the lightning, the game is suspended for 30 minutes.
 - a. The 30 minute clock is reset once another strike of lightning is seen.
 - b. All players and coaches are to go into the dugout and stay away from the fences until game is resumed.
 - c. All families and spectators need to stay away from fences and bleachers.

J. Playoff Rules

1. Regular Season Rules shall apply unless specified below.
2. Pitch count rules for playoffs are the same as regular season.
3. The game is considered a complete game after all 6 innings are played or the 10 run mercy rule has taken effect after 4 innings when the losing team has batted in the 4 inning.
4. If game is not completed because of darkness or other circumstances, the game will resume at the same point that it has been stopped at a time that is agreed upon by the coaches with a Lafa official overseeing and have a final say if there is no agreement between the coaches.
5. The home team will keep the official book and coaches should verify the score between innings.