

# *Lewisboro Baseball Association*

## **Playing Rules**

### **Majors, AAA & AA Divisions**

Except for LBA-specific rules as defined below, Little League rules apply in all cases. No changes by mutual agreement or otherwise are allowed.

#### **Uniforms and Safety Equipment**

All players must wear LBA-issued uniforms and required safety equipment and meet with other dress/safety requirements as listed below and/or detailed in the 2014 Little League rules:

- A protective cup and heart guard.
- The team shirt and cap issued by the LBA for all league games. Players showing up for a game wearing a different shirt or a cap will not be allowed to play. Exceptions may be made for players called up from another league by a team without the required number of players. -  
White baseball pants.
- Shirts must be tucked in.
- No jewelry of any kind is permitted. - Pitchers may not wear wrist bands.

#### **Game Preliminaries**

- Each team shall complete an infield/outfield warm-up prior to the start of the game unless use of the field prevents this. The visiting team shall take infield warm-up thirty minutes prior to game time. The home team shall take infield warm-up fifteen minutes prior to game time. In no case should warm-ups delay the start of the game.
- The home team and visiting team shall be determined by the schedule, no changes by mutual agreement are allowed.
- The home team shall provide two (2) game balls. The visiting team shall provide a backup game ball.
- The visiting team shall use the 3<sup>rd</sup> base dugout, and the home team shall use the 1<sup>st</sup> base dugout.
- Batting lineups must be exchanged before the game begins.
- Only managers, coaches and players may sit on team benches or be in the dug-outs. This is a safety rule and must be enforced.

### **Required Number of Players and Borrowing Players**

- Teams may start to play a game with seven players if only seven are present at the scheduled start time. In such case, the opposing team will provide an eighth fielder during their at bat, that fielder being the player batting last that inning.
- If 15min after the scheduled start of a game, a team has less than seven players, a forfeit will be charged to that team.
- Coaches may borrow players from the league immediately below them if they expect they will have fewer than nine players for a game. Borrowed players can only be used if less than nine players from the team are available for the game. If additional players from the team using borrowed players arrive while the game is in progress, they must immediately take the place of the borrowed players from that point forward.

### **Batting Order and Batting**

- All players present for each team will bat in order. The order may not be changed once the game has started, and no player's turn in the order can be skipped except as discussed below.
- A player that must leave the game before completion, or a player that is injured during the game may have their spot in the order skipped.
- A player arriving after the start of the game may be added to the batting order after the last player in the original batting lineup.
- In the 2A division only, an inning will end after six runs have been scored except for the last at bat for both teams.
- All bats must be listed as approved by Little League:  
[http://www.littleleague.org/Assets/forms\\_pubs/2014LicensedBatList.pdf](http://www.littleleague.org/Assets/forms_pubs/2014LicensedBatList.pdf)
- If a batter releases the bat in a manner that may endanger others, at the discretion of the umpire the batter may be warned or called out on the first infraction. On subsequent infractions by the same batter, the umpire may eject the player.
- Any intentional throwing of equipment, in particular bats and helmets, will result in ejection from the game and at the discretion of the LBA President a one game suspension.
- Only the on-deck batter may carry a bat in the dugout or on the bench.
- No swinging of bats is allowed by the on-deck batter or any other players at any time, except for the actual batter.

### **Running the Bases and Stealing**

- A runner must slide into a base to avoid a collision if there is a play at the base. If a runner collides with a fielder at the base when the fielder is attempting to make a play with the ball, the runner shall be called out.

- No fielder without the ball in their possession may block the pathway of the runner either at the base or in the baselines. This implies that a runner need not slide at a base to avoid a fielder without the ball. All obstruction rules per Little League Rules Section 7 shall apply.
- No advancement on a dropped third strike, the batter is out regardless if the catcher drops the ball.
- Infield fly rule will not apply in the 2A division.
- In the 2A and 3A divisions, no runner may advance or leave the base until the ball passes the batter.
- 2A Division rules for advancing on a stolen base, a wild pitch or an errant throw by the catcher:
  - x For the first four games of the season, no advancement is permitted.
  - x Starting with the fifth game of the season, runners may advance to second base only.
- 3A Division rules for advancing on a stolen base, a wild pitch or an errant throw by the catcher:
  - x For the first four games of the season, runners may advance to second base only.
  - x Starting with the fifth game of the season, runners may advance to any base including home.
- Majors Division rules for advancing on a stolen base, a wild pitch or an errant throw by the catcher:
  - x Advancement to any base including home is permitted from the start of the season with the exception that runners may not steal home but only advance on a wild pitch or errant throw.
  - x For the first four games of the season:
    - ③ No leads are permitted.
    - ③ No pickoff attempts are permitted.
    - ③ No balks will be called.
    - ③ The runner may leave the base when the pitcher releases the ball.
  - x Starting with the fifth game of the season:
    - ③ Leads and pickoff attempts are allowed. ③ Balk rules will apply.

### **Playing in the Field**

- In 3A and Majors, nine players will play in the field at all times per Little League rules.
- For 2A games, ten players will play in the field with the tenth player being added as a fourth outfielder.
- No player may sit out more than two innings.
- There are no penalties for failure to rotate fielders, however the following is encouraged when feasible for each league and can be enforced by the LBA in cases where no effort is made to comply.
- 2A Fielding x Each player should play at least two innings in the infield or pitching or catching.

- x No player should be in the same fielding position for more than two innings per game.
- 3A Fielding x Each player should play at least one inning in the infield or pitching or catching.
- Majors Fielding x It is expected that players may have fixed fielding positions, rotation is at the discretion of the manager.

### **Pitching and Catching**

- A player may pitch no more than two innings in a single game. Pitching even a single pitch in an inning counts as one inning pitched.
- A player may pitch no more than six innings in a Sunday to Saturday calendar week.
- Once removed as pitcher, a player may not return as pitcher in that game.
- Any player that has pitched in a game must have one day of rest before pitching again.
- A player that has played the position of catcher for four or more innings may not pitch in that game.
- Rules for manager visits are as specified in Little League rule 8.06. A manager may visit a pitcher twice in one inning, on the third visit the player must be removed as pitcher. Further, a manager may visit a pitcher three times in one game, on the fourth visit the player must be removed as pitcher.
- A player that hits two batters in one inning or three in one game must be removed as pitcher. This rule does not apply to Majors division.
- Managers and coaches are permitted to warm up pitchers at home plate or in the bull pen.

### **Ending a Game**

- Games may continue to conclusion, including extra innings, provided they are completed within all limitations and regulations set forth below.
- A regular season game that is tied at the end of regulation may end as a tie upon agreement of both managers.
- On a field with a game scheduled to follow the one in progress, no inning shall be started more than 1 hour and 45 minutes after the scheduled start of the game. An inning in progress may be played until completion. This rule cannot be waived.
- If no game is scheduled after the one in progress, the game may continue as long as in the discretion of the umpire lighting and field conditions permit. However, no inning may start after 9:45pm.
- For games halted by the umpire due to bad weather, lightning, darkness or any other unavoidable condition, the following rules shall apply:
  - x A completed game will be credited if the trailing team has completed four turns at bat and was trailing at the end of their last at bat.

- x If neither team has completed four turns at bat, the game will be replayed from the beginning. However, playoff games will be resumed from the point of interruption.
- x If both teams have completed four turns at bat, and the score was tied at the end of the last completed inning, the game will count as a tie.

### **Protests**

Protests may be made to the LBA President. Only misinterpretations of rules which result in a violation of the interests of justice will result in an appeal being granted. Umpire judgment calls will not be reversed. Ruling of the LBA President will be final.