

LTAA BASEBALL LEAGUE RULES
2021 SEASON
(As adopted April 1, 2021)

1. GENERAL RULES

- 1.1. Starting times for all games shall be determined by league officials prior to the start of the season.
- 1.2. Regular scheduled games will be six (6) innings and must start promptly at the assigned time.
- 1.3. If a team cannot field eight (8) players by 15 minutes after the scheduled start time, the game is forfeited.
- 1.4. Home team manager must sign the umpire's voucher and rating card after each game.
- 1.5. Ground rules will be determined for each of the fields by the umpire. These rules will be discussed (not negotiated) with both managers before the game.
- 1.6. A called game shall be considered official after four (4) innings of play or 3-1/2 innings if the home team is winning. Division championship games will be played in its entirety, suspended games will resume from the point of stopped play. All statistics, batting orders, and pitching status will count as if the game did not stop.
- 1.7. After six (6) innings or game competition, if the score is tied, it will go in the standings as a tie.
- 1.8. After the regularly scheduled games are finished, a Division champion will be determined by:
 - 1.8.A. Win - Loss record.
 - 1.8.B. Division Play record.
 - 1.8.C. Head-to-head competition.
- 1.9. If a tie still remains, a one (1) game play-off will be played. If after six (6) innings there is still a tie, extra innings will be used.
- 1.10. No game can begin unless each team has a certified manager, certified coach or designated certified adult present.
- 1.11. The winning and losing team's managers shall be responsible for reporting game results and highlights to the league coordinator or V.P. The Publicity Director will indicate what information is needed to highlight the players and sponsors,
- 1.12. All players will stay on the designated bench area during the entire game except for the players batting, coaching or playing in the field.
- 1.13. The conduct and sportsmanship of the players and their spectators are the manager's responsibility. The umpire is expected to use some judgment in policing this conduct. The umpire will not allow spectators behind home plate while the game is in progress.
- 1.14. The 12 Run Rule will be followed for all divisions except Farms. If the trailing team has batted in the fourth, fifth or sixth and is still behind by 12 runs or more, the game is considered complete.
- 1.15. A maximum Run Rule will be followed by the Farms and Minors divisions. The maximum number of runs a team can score in any half-inning is 5 for the Farms, Minors

divisions at which time the half-inning ends. During the playoffs in both minors divisions there will be no run rule in the 6th inning and beyond.

- 1.16. For games played on Saturday and Sunday, no inning of a game may begin 20 minutes prior to the starting time of the next game. Any time left between games will be divided evenly amongst the two teams playing in the next game, for practice. These limitations do not apply if there is no game scheduled immediately following the current game (i.e. the last game on Saturday).
- 1.17. Before each game, the home team shall practice on the field up to 15 minutes before game time, at which time the field will be turned over to the visiting team.
- 1.18. Major and Minors will have a championship game if there is a two division grouping. If not, it is up to the V. P. to determine if a playoff will be held.
- 1.19. Infield Fly Rule will be called in the Majors Only.
- 1.20. Every *player* must play three (3) innings at defense in a full 6 inning game. All team members present must be listed on the batting order and must bat in turn until 3 outs are made. (see Sect. 5. - Other Rules)
- 1.21. Teams may use two (2) base coaches when batting. Coaches may be adults or players (in uniform) from the team roster. Any player must wear a helmet while being used as a base coach.
- 1.22. No intentional collisions will be allowed. If a collision occurs and the umpire deems that it was intentional, the offender will be called out and removed from the game. (Sliding is not mandatory).
- 1.23. If a player intentionally throws a bat or helmet, or fakes a tag, the team will receive a warning on the first offense. The second offense by that team will result in the removal of the player involved.
- 1.24. Bunting is permitted in both Majors and Minors.
- 1.25. No player shall field the pitchers position during any practice or warm up while a Manager, Coach

or designee hits infield and / or outfield balls. Exception for practice in fielding bunts.

2. **EQUIPMENT**

- 2.1. Each player must wear a protective helmet while batting, coaching or base running.
- 2.2. All catchers must wear full catching equipment for game and practice. All catchers must wear a shielded athletic supporter. The catcher's chest protector must be worn directly under the chin and they must utilize the throat protector attached to the face mask. Any player warming up a pitcher must wear a mask and cup.
- 2.3. Eye glass straps must be worn by all players wearing glasses.
- 2.4. Metal spikes are not allowed.
- 2.5. Each player must supply his own glove, appropriate shoes, and baseball pants. No shorts will be allowed at games or practices.
- 2.6. Umpires working behind the plate must wear full equipment including mask, chest protector, and shin guards.

3. PITCHING

- 3.1. Any player on a team roster may pitch. In no case shall a bump-up player be allowed to pitch.
- 3.2. Pitcher Conferences - Time out taken to talk to a pitcher for a reason other than injury is a pitcher conference. MAJORS: If a second conference is taken in the same inning, the pitcher is removed as a pitcher for the remainder of the game. MINORS: If a third conference is taken in the same inning, the pitcher is removed as a pitcher for the remainder of the game.
- 3.3. Once removed as a pitcher, a player may not re-enter as a pitcher.
- 3.4. No intentional walks are allowed at any level regular season or playoffs.
- 3.5. Violation of any section of these regulations can result in a protest of the game in which it occurs. Protest shall be made in accordance with Babe Ruth Official Rule Book.
- 3.6. The withdrawal of an ineligible pitcher after that pitcher is announced, but before a ball is pitched, shall not be considered a violation. Managers and Coaches are urged to take precaution to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
- 3.7. Innings pitched in games declared no contest or regulation drawn games shall be charted against the pitcher's eligibility for the week. If resumed in the following week or weeks, the pitcher of record may continue up to six (6) innings or to the extent of remaining eligibility for the calendar week.
- 3.8. Balks - Majors: Pitchers will be given 2 warnings per game, after the second warning all balks will be enforced at the discretion of the umpire. Leeway is expected as this is instructional at this level. Balks will not be called in all other divisions.
- 3.9. Pitching limitations - Rookie League: Player may pitch a maximum of one inning per game.
- 3.10. Pitching limitations - Minor Leagues: Any violation of the following rules shall result **in automatic forfeit of the game regardless** of when the infraction is discovered. Managers shall *record* the number of innings pitched by each pitcher per game into the Pitching Log facility on the web site so that this information is available for inspection by any opposing manager or by any Board member.
 - 3.10.A. A player may pitch a maximum of six innings in a calendar week, with a maximum of three innings per game, Monday through Sunday. Delivery of a single pitch constitutes having pitched an inning. If a player pitches in a game for 3 innings or less, one (1) calendar day of rest is mandatory.
- 3.11. Pitching limitations - Majors Leagues: Any violation of the following rules shall result **in automatic forfeit of the game regardless** of when the infraction is discovered. Managers shall *record* the number of innings pitched by each pitcher per game into the Pitching Log facility on the web site so that this information is available for inspection by any opposing manager or by any Board member.
 - 3.11.A. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position.

3.11.B. League Age

11-12 85 pitches per day

10 75 pitches per day

Exception: If a pitcher reaches the limit imposed above for his/her age while facing a batter, the pitcher may continue to pitch until the batter reaches base or is put out

3.11.C. Intentional Walk: No intentional walks are allowed.

3.11.D. Pitchers must adhere to the following rest requirements:

If a player pitches 61 or more pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 41 - 60 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 21 - 40 pitches in a day, one (1) calendar days of rest must be observed.

If a player pitches 1-20 pitches in a day, no (0) calendar day of rest must be observed.

3.11.E. Both teams must track the pitch count of all pitchers throughout the game.

3.11.F. At the end of every ½ inning, both teams should agree on pitch count of any pitcher that threw during the inning.

3.11.G. Teams should inform umpire when current pitcher is approaching his pitch count limit.

3.11.H. Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility.

3.11.I. In suspended games resumed on another day, the pitcher of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required three days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85

more pitches in the resumption of the game because he/she has observed the required three days of rest.

Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous three days.

3.11.J. The use of this regulation negates the concept of the “calendar week” with regard to pitching eligibility.

3.12. At no time may a pitcher, in any level, throw a breaking ball. If, in the judgment of the Umpire behind home plate, a breaking ball has been thrown, it shall be declared a no pitch, and a warning issued to the pitcher. If a second breaking ball is thrown by the same pitcher at any point in a game, it shall be declared a no pitch and the pitcher shall be removed from the game. This rule is not subject to protest.

3.13. Hit Batters:

3.13.A. Minor League: If a pitcher hits three (3) batters in an inning, or four (4) in a game, the pitcher shall be removed and become ineligible to pitch in that game. Any innings pitched, as defined herein, shall count toward that pitcher 6 innings maximum per week. Only those batters awarded 1st base shall count toward the limits of struck batters.

3.13.B. Major League: If a pitcher hits two (2) batters in an inning, or three (3) in a game, the pitcher shall be removed and become ineligible to pitch in that game. Any innings pitched, as defined herein, shall count toward those pitchers 6 innings maximum per week. Only those batters awarded 1st base shall count toward the limits of struck batters.

3.14. MINOR / ROOKIE LEAGUE PITCHING DISTANCE: In the 9 Year Old Division, the pitching rubber distance shall be the normal distance of 46'-6". In the 8 Year Old Division and Rookie Division, a pitching rubber set at 40' shall be used for all players. *Travel Pitchers in the 8 Year Old Division will be required to pitch from 46'-6"*. *Proper judgment should be used and communicated by the Manager to ensure correct pitching distance for the Travel Pitcher.*

4. **BASE RUNNING**

4.1. Base Stealing

4.1.A. Base Stealing is permitted in the Major League.

4.1.B. Stealing home is limited to 2 steals per inning in Majors.

4.1.C. Stealing is permitted in Minors, however, only after there are 2 outs, and runner(s) may only advance one (1) base per pitch and one base per batter. Example: Runner on first steals second and the catcher over throws the second baseman. The runner may not advance to third. The runner then may not advance until the present batter is no longer at bat and the next batter is being pitched to. If the runner does advance to an ineligible base, he may be tagged out unless he reaches that base safely. The umpire will then allow him a free walk back to the eligible base.

4.1.D. Stealing home in the Minors and Rookie leagues is not permitted.

4.2. Leading Off the Base:

4.2.A. Majors: If a player leaves his base before the ball reaches home-plate and the pitch is not a hit, the runner may be played and, if he is put out, he is out. If he is not put out, he must return to his base. No other runners may advance on the play. If the pitch is a hit, the pitch doesn't count and all runners must return to their bases. If the same runner leads off early a second time, in the game, the player is out and the pitch doesn't count.

4.2.B. Minors: If a player leaves the base before the ball reaches home plate, the pitch doesn't count and player must return to their bases. If the same player leads off a second time in the game, the player is out and pitch doesn't count.

4.3. Miscellaneous:

4.3.A. Sliding is permitted in all leagues.

4.3.B. Dropped Third Strike - All Divisions. A third strike, if missed or dropped by the catcher, shall result in the batter being declared out. Base runner(s) may attempt to advance at their own risk if there are two or less outs.

4.3.C. MINOR / ROOKIE LEAGUE ONLY: Base runners shall not advance on an overthrow from the Catcher to the Pitcher, and shall be permitted a maximum of one base on a fielding overthrow per play.

4.3.D. MAJOR LEAGUES ONLY: The use of a courtesy runner for the catcher shall be allowed when there are 2 outs, and the catcher is a base runner. The courtesy runner shall be the last player put out.

5. **OTHER RULES**

5.1. All player physically able to play, that are present at the field by game time, shall be placed in the team's batting order, and shall play at least three (3) innings at defense in a game.

6. FARM DIVISION RULES

- 6.1. During the regular season, each team shall have a practice/clinic during the week and a game on the weekends. No scrimmages shall be allowed during the week until May 15th.
- 6.2. The Farms will play 6 inning games with the first inning being Tee Ball with every player batting.
- 6.3. 5 year old league will hit off tee the entire game
- 6.4. 6 year old league - The remaining 5 innings will be played utilizing an adult pitching to their own team from a distance of approximately 40 ft. A maximum of 2 coaches are allowed on the field while their team is playing the field. Each coach must be certified.
- 6.5. Base distances will measure 50 ft.
- 6.6. The adult pitcher or coach is not allowed to field a fair ball or participate in a live play.
- 6.7. Each batter is allowed four (3) swinging strikes each time at bat. If the batter does not hit a fair ball after four (3) swings, the batter is to use a tee. Walks are not allowed during the entire game.
- 6.8. The batting tee will be placed in front of home plate when used. After the batter makes contact for a fair ball, an adult must be designated to remove the tee from interfering with runners rounding the bases. Every player shall hit in lineup order, with no score being kept.
- 6.9. All team members present must be listed on the batting order and must bat in turn until 3 outs are made or 5 runs are scored.
- 6.10. Base Running:
 - 6.10.A. Runners must stay in contact with the base until the ball is hit. When players have advanced as far as possible without being put out or have been retired, the offensive manager or coach shall call time and put the ball on the tee and direct the next batter to the tee to hit, or pitch to the next batter. A maximum of 10 pitches be thrown to each batter, after which the batter shall be declared out.
 - 6.10.B. No bases on any overthrows shall be allowed.
 - 6.10.C. Base runners must stop from advancing to the next base when the ball thrown from the outfield reaches the infield dirt.
- 6.11. Foul - the same conventional baseball rule shall apply, except when batting off the tee. When a ball off the tee is hit and travels less than 15 feet in fair territory, it shall be deemed foul by the offensive manager unless it is played by a defensive player before it stops or is called foul.

7. ROOKIE LEAGUE RULES

- 7.1. Rookie League: Attempt to split the into two seasons: 1st Half of the season:
- 7.1.A. The Rookie League will play 6 inning games, utilizing an adult Coach pitching to their own team from a distance of approximately 40 ft.
 - 7.1.B. A maximum of 2 coaches are allowed on the field while their team is playing the field.
Each coach must be certified
 - 7.1.C. The adult pitcher or coach is not allowed to field a fair ball or participate in a live play.
 - 7.1.D. Each batter is allowed three (3) swinging strikes each time at bat. If the batter does not hit a fair ball after three (3) swings, the batter is out. If batter hits a foul ball with two strikes, the at-bat continues (just like regular baseball). Walks are not allowed during the entire game.
 - 7.1.E. Each batter will face a maximum of ten (10) pitches. Should the batter still be up at bat after ten(10) pitches, then a batting tee will be placed in front of home plate and used. After the batter makes contact for a fair ball, an adult must be designated to remove the tee from interfering with runners rounding the bases. Every player shall hit in lineup order, with no score being kept.
 - 7.1.F. All team members present must be listed on the batting order and must bat in turn until 3 outs are made or 5 runs are scored.
 - 7.1.G. Base Running:
 - 7.1.G.1.Runners must stay in contact with the base until the ball is hit. When players have advanced as far as possible without being put out or have been retired, the offensive manager or coach shall call time and put the ball on the tee and direct the next batter to the tee to hit, or pitch to the next batter. A maximum of 10 pitches be thrown to each batter, after which the batter shall be declared out.
 - 7.1.G.2.No bases on any overthrows shall be allowed.
 - 7.1.G.3.Base runners must stop from advancing to the next base when the ball thrown from the outfield reaches the infield dirt.
 - 7.1.H. Foul - the same conventional baseball rule shall apply, except when batting off the tee. When a ball off the tee is hit and travels less than 15 feet in fair territory, it shall be deemed foul by the offensive manager unless it is played by a defensive player before it stops or is called foul.
 - 7.1.I. Only 9 players are allowed on the field at a time
- 7.2. The 2nd half of the season shall have the following rules:
- 7.2.A. The Rookie league will play 6 inning games.
 - 7.2.B. The innings will start with a player pitching to opposing batters with a mound distance of 40'. If batter is still up after five (5) pitches from the pitcher, the coach will take over and throw five (5) additional pitches. Number of strikes carry-over from pitcher to coach. With coach pitch, no called strikes (non-swinging) are allowed.

- 7.2.C. The count does not start till the pitcher throws a strike (swinging, foul or called). Batting team's coach will call balls and strikes. Walks are not allowed during the entire game. Each batter will face a maximum of ten (10) pitches. Should the batter still be up at bat after ten(10) pitches, then a batting tee will be placed in front of home plate and used. After the batter makes contact for a fair ball, an adult must be designated to remove the tee from interfering with runners rounding the bases. Every player shall hit in lineup order, with no score being kept.
- 7.2.D. Each player may pitch a maximum of one (1) inning per game. Each pitcher is allowed 3 hit batter per inning, after which the pitcher must be removed.
- 7.2.E. Each batter is allowed three (3) swinging strikes each time at bat. If the batter does not hit a fair ball after three (3) swings, the batter is out. If batter hits a foul ball with two strikes, the at-bat continues (just like regular baseball). All team members present must be listed on the batting order and must bat in turn until 3 outs are made or 5 runs are scored.
- 7.2.F. Base Running:
- 7.2.F.1. Runners must stay in contact with the base until the ball is hit. When players have advanced as far as possible without being put out or have been retired, the offensive manager or coach shall call time and put the ball on the tee and direct the next batter to the tee to hit, or pitch to the next batter. A maximum of 10 pitches be thrown to each batter, after which the batter shall be declared out.
- 7.2.F.2. No bases on any overthrows from Catcher to Pitcher shall be allowed. Maximum of one (1) base allowed on a fielding overthrow per play.
- 7.2.F.3. Base runners must stop from advancing to the next base when the ball thrown from the outfield reaches the infield dirt.
- 7.2.G. Foul - the same conventional baseball rule shall apply, except when batting off the tee. When a ball off the tee is hit and travels less than 15 feet in fair territory, it shall be deemed foul by the offensive manager unless it is played by a defensive player before it stops or is called foul.
- 7.2.H. Only 9 players are allowed on the field at a time.

