

GENERAL

1-A: Selection of players and teams is as follows:

- (a) The Equipment Manager shall work with the Commissioner of each League to assign each team the name of a Major League Baseball Team.**
- (b) All players shall be assigned to teams by the League Commissioners according to a process to be determined by the Officers and Board of the LTBA. The goal is to promote competition through a balance of talent among the teams.**

1-B: Age Grouping

- (a) All players who are 5 years of age but not over 6 on or before April 30th, will play in the 5-6 year old Tee Ball Clinic.**
- (b) All players who are 7 years of age but not over 8 on or before April 30th will play in the 7-8 year old Clinic.**
- (c) All players who are 9 years of age but not over 10 on or before April 30th will play in the 9-10 League.**
- (d) All players who are 11 years of age but not over 12 on or before April 30th will play in the 11-12 League.**
- (e) All players who are 13 years of age but not over 14 on or before April 30th will play in the 13-14 League.**
- (f) Except as otherwise provided, all players who are 15 years of age but not over 18 on or before April 30th, are eligible to play in the 15-18 League. No player on their high school varsity baseball team may play in this League.**

1-C: Responsibility for the stated age of players must be determined at the time of registration, so that players registered the previous year will not have to supply proof of age when re-registering. Upon request, the matter will go to the Commissioner. The team in question must then produce the proof of age.

1-D: Trading of players will not be permitted.

1-E: Any player who, because of lack of skill or for any other reason, is incapable of protecting himself under normal game conditions, shall be reported by the team Manager to the League Commissioner. The Commissioner, with the concurrence of the Vice President-Baseball, may remove the boy from the roster and place him in the next lower age group.

1-F: A Manager is eligible to manage only one team in any of the LTBA Leagues except for Clinic and all age travel leagues.

1-G: Games will be six innings for all leagues except 15-18, which will be seven innings. In the 13-14 division, playoff games will be seven innings. In the 15-18 division only, in no event shall an inning start after 2 hours except for playoff games. Official games will be three and one-half innings. If the home team is behind, an official game will be four full innings. However, to assist the umpire in assuring the safety of play as darkness sets in, the following exceptions to this innings rule is provided:

- 1) Games played in April – No new inning can start after 7:45 pm.**
- 2) Games played in May – No new inning can start after 8:00 pm.**
- 3) Games played in June – No new inning can start after 8:15 pm, except playoff games the cutoff time will be 8:30 pm.**

1-H: In the 9-10, 11-12 and 15-18 Leagues, one-half of any inning will be completed when either the defensive team executes three outs, or the offensive team has scored six runs. However, except for when the home team is ahead in the last half of the last inning, all games will be played to completion regardless of the mathematical impossibility of a win. If the sixth run is scored before a batter has completed his turn at the plate, that batter will lead off the next inning with a count of no balls and no strikes. In the 15-18 League only, the six run limitation shall not apply to playoff games.

1-I: The infield dimensions in the 9-10 League will be 60 feet between bases and 46 feet between the front of the pitcher's rubber and the rear corner of the plate.

1-J: The infield dimensions in the 11-12 League will be 70 feet between bases and 48 feet between the front of the pitcher's rubber and the rear corner of the plate.

1-K: The infield dimensions in the 13-14 League will be 75 feet between bases and 54 feet between the front of the pitcher's rubber and the rear corner of the plate.

1-L: The infield dimensions in the 15-18 League will be 90 feet between bases and 60 feet 6 inches between the front of the pitcher's rubber and the rear corner of the plate.

PREGAME

2-A: Whether a game can be played or called off is in the hands of the Sports Field Leader assigned to the field. If the game starts, it is then in the hands of the Umpire.

2-B: If a team cannot field nine players at 15 minutes after the official starting time, that team will be considered to have forfeited and will be charged with a loss. If both teams cannot field nine players at 15 minutes after the official starting time, then both teams will have forfeited and will be charged with a loss. At the starting time of any game, if one or both teams cannot field nine players, both Managers will be called to Home Plate by the Plate Umpire and will be given the official time. The Manager or Managers will then be given 15 minutes from that official time to field nine players or forfeit the game. Except for the 15-18 league. See Rule 2-B1 below.

2-B1: In the 15-18 league, this rule will only be applied in tournament games.

2-C: A team starting a game with the regulation number of nine players may play with eight players in the event of injury or illness only. A team may continue and finish a game with eight players, but not less than eight. Leaving the game for any reason other than sickness or injury will result in forfeiture unless another player is available on the bench.

2-D: Managers cannot agree to change the starting time or date of the game or to override the fifteen (15) minute forfeiture rule in Rule 2-B.

2-E: For scheduled weekday games that normally start at 6 P.M., the visiting team will have exclusive use of the field from 5:20 to 5:40 P.M. to conduct practice. The home team shall have exclusive use of the field from 5:40 to 6 P.M. Neither team, at any time, shall interfere with the Field Leaders' efforts to condition the playing field. Batting and infield practice, if any, will not be conducted from the home plate area.

2-F: The home team shall occupy the third base bench for all games.

2-G: Since umpires are assigned to specific fields, the Home Plate Umpire for each field shall review the ground rules on the field with the Managers before the game starts. Safety of players and spectators shall be the governing principle.

2-H: For the 9-10 and 11-12 Leagues, the line defining the dead ball area will be extended parallel to the foul line, to the foul flag. All other leagues will be governed by the appointed ground rules for the specific area.

POSTPONEMENTS

3-A: The home team Manager will notify the Commissioner if a game is postponed, interrupted, or suspended. When the Commissioner is not available, the Vice President-Baseball will be notified.

3-B: All postponed, interrupted, or suspended games are to be rescheduled for the following Saturday at a time and field specified by the League Commissioner. An interrupted game is one that has been terminated due to darkness or inclement weather prior to being an official game. A suspended game is one that is called by the Umpire after becoming an official game, as provided in Rule 1-G, and there is no official winner. Interrupted and suspended games will be continued from the point of termination. Except for the 15-18 league. See Rule 3-B1 below.

3-B1: In the 15-18 league, this rule does not apply.

3-C: Make-up games shall not exceed two hours in length, and no batter shall come to bat after this two hour limit. If the time limit is reached during the progress of an inning, the score shall revert to the previous complete inning, unless that would result in a tie. Then play will continue until that inning is completed. If the game is still tied upon completion of that inning, the game will be a "suspended" game. There will be no 2-hour curfew for 13-14 league make-up games.

3-D: No curfew will apply to the final make-up game of the day scheduled on each field. The Commissioner will notify the Managers in advance if their make-up game is to be played without curfew.

3-E: All make-up games shall take priority over originally scheduled practices.

UNIFORMS AND EQUIPMENT

4-A: All players who have been issued uniforms must wear them at all games played by their respective teams. The team uniform includes shirts, pants, caps, and socks issued by LTBA. Players having uniforms and not wearing them will not be permitted to play. Uniforms, except caps, must not be worn during practice or for any other purpose unless sanctioned by the League Commissioner. In the 15-18 league, players are to supply their own baseball pants as part of the uniform. No player shall be allowed to play in shorts.

4-B: No player will be allowed to bat or run the bases without a helmet which will be supplied by the League. All catchers must wear athletic supporters, protective cups, mask and helmet combination, if supplied by the LTBA, or mask and cap while catching. It is the Manager's obligation to insure that all players wear prescribed protective equipment.

4-C: All players, except catchers, must furnish their own gloves. The first baseman is the only player permitted to use a trapper's mitt. The catcher will use a catcher's mitt. All other fielders must use a regulation finger glove.

4-D: All Leagues are authorized to use aluminum bats, provided they meet with the specifications as set forth by the LTBA. Bats with barrels larger than 2 1/4 inches may not be used in the 9-10 or 11-12 leagues. Wooden bats are permissible.

4-E: No metal spikes will be allowed in the 9-10, 11-12, 13-14, or 15-18 Leagues.

4-F: Managers are responsible for equipment and may be required to reimburse LTBA for lost or missing equipment. Value of said equipment shall be determined by the LTBA Equipment Manager.

PARTICIPATION

5-A: Every player must play at least three full defensive innings of every six or more inning game. Failure to comply with this rule will result in the forfeiture of game if reported to the League Commissioner within 72 hours. Players unable to play for physical reasons are exempt. (It is normally expected that players having any disability would not be on the player's bench. This excludes players injured in pre-game practice or during the game.) Opposing Managers should be notified of any injured players in uniform who are unable to play.

5-B: All players must take a defensive position during or before the fourth inning.

5-C: Free defensive substitution is permitted provided Rules 5-A, 5-B, 6-A through 7-C is not violated.

5-D: All players present for the game shall be in the batting order for the entire game, even though only nine players shall play in the field. If a player arrives after the game has started, that player shall bat last in the lineup.

5-E: A player may play in the next older league in any game; he may play no position except outfielder unless all outfield positions are filled by brought-up players. Under no conditions may a brought-up player pitch. Exception: a player from the 13-14 league may not be brought up to the 15-18 league.

5-F: A player may play in the next older league with the intention of helping a team field a nine-player team under certain conditions. If a Manager brings up players from a younger league with the intention of filling in for missing players, and finds that that he has nine players show up for the game, he shall be able to let such "brought up player" play in a limited capacity. Such "brought-up player" must bat at the bottom of the lineup, only play the outfield, play no more than three defensive innings and not bat more than once. At that point, the "brought-up player" must be removed from the game, unless one of the regular team members is injured or leaves the game prior to the "brought-up player" being removed from the game.

5-G: If a younger player is brought up to field a nine-man team, and a regular team member shows up after the game is already started, the brought-up player must be removed from the game after he has played the number of innings and at bats specified in Rule 5F.

5-H: No brought-up player may be given playing time at the expense of a regular team member, except as required by Rule 5-F or 5-G. Penalty: Mandatory forfeiture of game and optional suspension of Manager, at the discretion of the League Commissioner.

5-I: A brought up player may play in the next older age group only with the consent of the player's parent or guardian. Such permission must be obtained each time a player plays in an older league.

5-J. In the 9-10 League, the defensive team may use an additional (tenth player) fielder. However, if the tenth fielder is used, there must be four (4) fielders at traditional outfield depth a fifth infielder is not allowed.

PITCHING

6-A: A player may not have more than two pitching turns per game. One pitch will constitute a pitching turn. One pitch will also constitute one inning pitched.

6-B: If a Manager or Coach makes a second visit to any one pitcher in any one inning, that pitcher must be removed from the mound, but may remain in the game at another position. If a player is removed from pitching before having played in the game at least three innings, he must remain in the field until at least three innings are completed.

6-C: No pitcher who hits two batters in one inning may continue to pitch in that inning. No pitcher who hits three batters in a game may continue to pitch in that game.

6-D: In the 11-12 League, if a balk is committed, the Umpire must call "No Pitch." Then any subsequent balks by the same pitcher will be enforced.

6-E. In the 9-10 League, balks may be called by the umpire but no penalty will be imposed and base runners will not advance. The umpire should call no pitch.

PITCHING LIMITATIONS

All Leagues

7-A: No pitcher may pitch more than three (3) innings in any one calendar day.

7-B: When a game that has been interrupted or suspended is resumed, all individual pitching records will be carried forward and continue to be counted, and no pitcher may pitch more than three innings within the entirety of that game.

Playoffs and Tournaments, All Leagues

7-C: Regular season pitching rules apply

BASE RUNNING

9-10 League

8-A: Stealing is not permitted in the 9-10 League. No runner may leave the base until the pitch crosses home base.

8-B: Runners are not permitted to advance on passed balls or wild pitches.

8-C: A batter will not be permitted to take first base on a dropped third strike.

8-D: The infield fly rule does not apply in this league.

11-12 League

8-E: No base runner may leave the base until the ball crosses the home plate.

All Leagues

8-F: Any base runner who does not slide and collides in a forceful manner with a fielder that has the ball, or is in the process of playing the ball, shall be called out and may be ejected from the game if the umpire decides the collision was clearly intentional.

8-G: The LTBA's interpretation of American League Rule 7.05G of when an overthrow is made, is that the overthrow is made at the time the infielder releases the ball.

MANAGERS, COACHES - SPORTSMANSHIP

9-A: Managers and Coaches shall be the only non-playing persons allowed to request "time out."

9-B: No Manager or other adult will be allowed on the playing field once the game has started for any other reason than previously stated.

9-C: First and third bases will be coached by any person designated by the Manager.

9-D: Spectators will be requested to not occupy the space within the white lined arc behind the backstop.

9-E: No smoking by Managers or Coaches on the field. Failure to comply with the non-smoking rule will not result in forfeiture, but disciplinary action will be taken as the Board of Directors sees fit under Article 8, Section II of the Constitution and By-Laws of the LTBA.

9-F: Any misconduct, unsportsmanlike conduct, or failure to obey rules during games, must be reported to the Commissioner by Umpires and/or Managers.

9-G: The addressing of remarks by Managers and Coaches to players of opposing teams is prohibited.

9-H: Only the Managers and Coaches for the game shall address the Umpire.

POST-GAME

10-A: Team Managers, or acting Managers, will complete pre-printed postcards for pitching verification with the following information:

(a) Final score, (b) Rating of umpires, (c) Signature of each Manager.

10-B: The winning Manager will have the responsibility for mailing the postcard.

10-C: Cards must be in the Commissioner's hands within one week. Penalty: Forfeiture of the game at the discretion of the Commissioner.

10-D: There will be a two-week statute of limitations for forfeiture of a game. No winners will be declared until all pitching records are verified.

PROTESTS

11-A: In order for a protest to be recognized, time out must be called and the home plate Umpire must be notified of the protest before the next pitch is thrown. The only exception may be if the dispute arises on a game-ending play.

11-B: Only decisions regarding an interpretation of rules may be subject for protest. No protest shall be considered regarding a judgment decision by an Umpire.

11-C: The verbal protest must be followed by a written protest by the Manager to the League Commissioner, accompanied by a \$15.00 bond within 24 hours after the finish of the completed game. The bond will be returned only if the protest is upheld.

11-D: Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless in the judgment of the protest committee, the violation adversely affected the protesting team's chances of winning the game. If a replay of the game is declared, the game will be replayed from the point of the infraction.

11-E: The Protest Committee shall consist of the League President or Vice President-Baseball, Umpire-in-Chief, and the Commissioner of the League involved in the protest. A rules interpreter shall be appointed by the League President and approved by the Board of Directors. He shall not be present at the protest meeting.

11-F: All attempts to prevent protest should be taken.

CHAMPIONSHIPS, TOURNAMENTS, and PLAYOFFS

12-A: The team with the best winning percentage in each league shall be declared the winner of that league. Ties will be decided by a playoff game. Exception: this rule does not apply to the 15-18 league. .

12-B: All playoff, tournament, and championship games must be at least six innings (seven innings in 13-14 and 15-18). If, for any reason except forfeiture, a playoff or championship game must be terminated before completion, it shall be continued from the point of suspension.

12-C: Seeding for the post-season tournament will be based upon regular season winning percentage within the league. Ties will be broken based on head-to-head play, and then by coin toss. Exception: this rule does not apply to the 15-18 league.

12-D: For all tournament games, the higher seeded team will be the home team. For the League Championship game, the team with the better winning percentage will be the home team. Ties will be broken based on head-to-head play, and then by a coin toss.

ALL-STAR GAMES

13-A: All-Star Managers will be appointed by the Commissioners based on won-loss records one week prior to the date of the game.

13-B: Commissioners will assign each team the number of players it may name to the All-Star Game. There must be a minimum of two players from each team. No alternates may be named. No All-Star candidate may be considered unless he has played in at least half of his team's games at the time of his selection.

13-C: A player must play the first four and one-half or the last four and one-half innings and no more unless sickness or injury removes him or another player.
Exception: In the event that 18 players (20 players in the 9-10 league) do not show up for the game, the Manager may choose one player of the selected players to play more than four and one half innings for each player who did not show up. Also, in the 13-14 League, players so identified with the Commissioner's approval prior to starting the game, may play the entire game. No player may pitch more than two innings in any All-Star game.

13-D: In the 13-14 United League, the Commissioner will strive to field competitive squads from the pool of teams designated by Rule 13-B.

13-E: If at the end of nine innings the score is tied, there will be no further play and the All-Star Game will end in a tie.

TRAVEL TEAMS

14-A: All children properly registered for the LTBA in-house program are permitted to try out for a sanctioned LTBA Travel Team except as allowed in rule 14-B1. The LTBA travel program is designed for players whose skills and inclinations suggest participation in a more competitive environment and with a greater level of competition. (see rule 14-E below)

14-B: Every attempt will be made to prevent scheduling conflicts between in-house and travel events. However, if a conflict is unavoidable, the in-house event takes precedence except for situations covered in 14-C below. NOTE: An "event" is defined as any tournament, game, practice, fund-raiser, etc. that a team member is expected to attend.

14-B1: Players eligible for the 15-19 travel team are players currently on an LTBA in-house 15-18 team; or players not on an LTBA in-house 15-18 team who are on a high school team; or players who have completed high school but have not yet reached their twentieth birthday as of April 30. At least two-thirds of the players on the 15-19 travel team must consist of players who: 1) currently play on an in-house LTBA 15-18 team; and/or 2) who have previously played on an in-house LTBA team.

14-C: In EXTRAORDINARY situations, the in-house league commissioner may give permission for a child to play in a Travel Team game at the expense of an in-house practice (or other NON-game event), but under NO circumstances will a child be forced or choose to miss an in-house game to participate in a Travel Team event.

14-D: Team participation and sponsorship shall be considered for approval each year by the Board of Directors of the LTBA.

14-E: No player can be carried on the roster of the Travel Team without first being a playing member in good standing on the roster of a LTBA regular team. A player suspended under Article XI, Section I is not in good standing.

14-F: No player will be allowed to bat or run the bases without the same type of helmet that the LTBA issues to his regular team. All catchers must wear athletic supporters, protective cups, mask and helmet combination if supplied by the LTBA or mask and cap while catching. It is the Manager's obligation to insure that all players wear the prescribed protective equipment.

14-G: The names of the Managers must be submitted to, and approved by the President, Vice President-Baseball, and Vice President-Administration of the LTBA by the March meeting.

14-H: Managers of Travel Teams will be required to submit the names of each pitcher used in a game and the number of innings pitched to his respective League Commissioner weekly.

14-I: It shall be the responsibility of the Vice President-Baseball and Administration to see that these rules are enforced.

14-J: Failure to comply will result in such disciplinary action as may be determined by the Board of Directors of the LTBA.