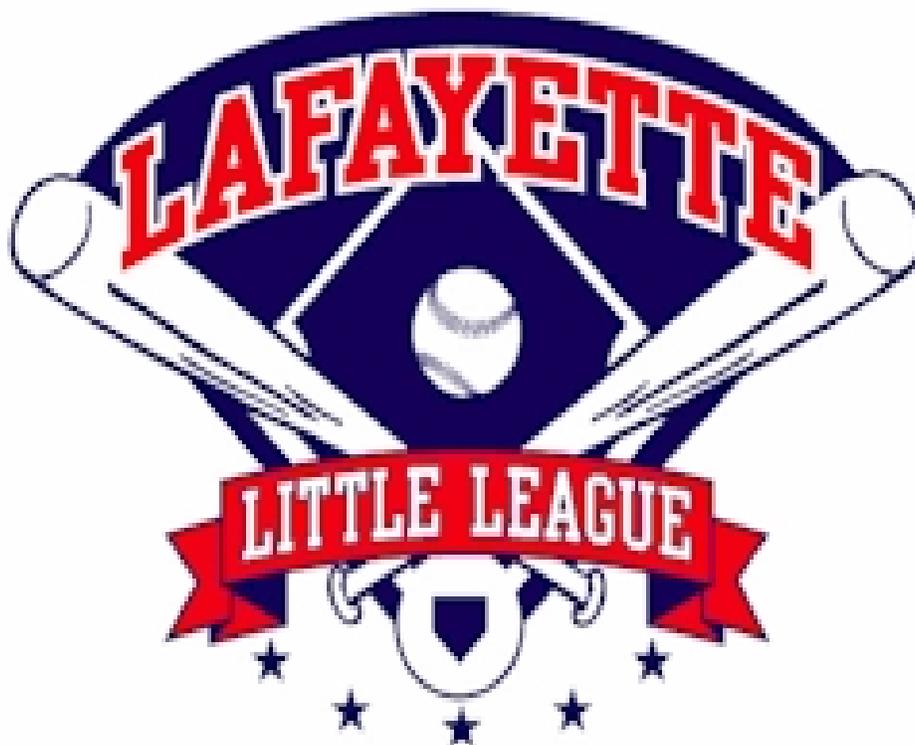


# **LAFAYETTE LITTLE LEAGUE**

## **Manager Instructions and Clarification of Little League International Rules**

**2013**

**Majors, AAA and AA**



**VP Majors**  
Buddy Rowell

**VP AAA**  
Dan Deitrick

**VP AA**  
Bob Sverak

## Section 1

### IMPORTANT DATES

<b>January 25</b>	<b>Mandatory Managers Mtg 8:00 Lafayette Community Center</b>
<b>January 26/27</b>	<b>Evaluation Days</b>
<b>February 4/5</b>	<b>Managers Training 7:00 pm Burton Valley Gym</b>
<b>February 9</b>	<b>Mandatory Umpire Clinic - Buckeye Fields</b> 8:30 - 12:00 for umpires with <u>less than 3 years' experience</u> 1:00 - 4:30 for umpires with <u>3 or more years' experience</u>
<b>February 11</b>	<b>Majors Division Draft</b>
<b>February 12</b>	<b>AAA Division Draft</b>
<b>February 13</b>	<b>AA Division Draft</b>
<b>February 14-20</b>	<b>Teams announced, calls made to families</b>
<b>February 23</b>	<b>Equipment Pick-Up 9:00-2:00</b> <b>Burton Valley School (upper back field)</b>
<b>February 24</b>	<b>Practices Begin NO EARLIER than Sunday February 24 (CITY FIELDS ONLY)</b>
<b>March 1</b>	<b>Practices Begin NO EARLIER than Mar 1 (SCHOOL DISTRICT FIELDS)</b>
<b>March 2/3</b>	<b>Lafayette Little League Opening Day Jamboree at Buckeye Fields</b> <b>Photo Day will be held both days of the Jamboree</b>
<b>March 4</b>	<b>Pre-season "Practice" Games Begin</b>
<b>March 10</b>	<b>Daylight Savings Time Begins</b>
<b>March 30- April 7</b>	<b>Spring Break - No Games</b>
<b>April TBD</b>	Burton Valley Elementary School 4th grade camp
<b>April TBD</b>	5th Grade Camp Session 1 (all Schools)
<b>April TBD</b>	<b>Regular Season Games Begin</b>
<b>April TBD</b>	5th Grade Camp Session 2 (all Schools)
<b>May TBD</b>	Photo Makeup Day
<b>May TBD</b>	General Membership Meeting; Annual Mtg of members of LLL
<b>June 15</b>	<b>Final Games Closing Ceremonies</b>
<b>June TBD</b>	Equipment drop off at Burton Valley Elementary
<b>June 15</b>	<b>All Stars Announced</b>

***Practices may begin Feb 24 for practices schedule for City fields. Practices scheduled for Lafayette School District fields may begin no earlier than Mar 1.***

You may not practice before then. Three or more members of your team playing ball before that date, with or without supervision or a coach present, is considered a practice.

Pre Season games begin on March 4, 2012.

Pre Season games will not count toward the standings or playoff seedings. Obviously, this is the time of the season to try things out, move players around to try out different positions, etc

Regular Season games begin in early April and the first regular season game may vary by division. Regular season game results will be kept and posted on the LLL website, [www.lafayettelittleleague.org](http://www.lafayettelittleleague.org), and will determine seedings for the playoffs.

End of year tournament/playoffs.

Every team makes it! The playoffs are double elimination, guaranteeing every team at least two games. Tentative date for the division championships is Saturday, June 15<sup>th</sup>. Winner will go on to represent Lafayette in the Tournament of Champions.

All-Stars will be announced on June 15<sup>th</sup>, 2012.

## **Section 2** **GENERAL INFORMATION**

Remember that we are in this for the kids, not our egos nor those of the kid's parents. Teach them skills, teamwork, sportsmanship, respect for the game and each other. Be great role models above all else.

The manager is responsible for controlling the conduct of players and parents. Poor sportsmanship will not be tolerated. Players can cheer their own team on but may not yell disparaging remarks at the opposing players or attempt to distract opponents.

Here are some general reminders:

1. Bring lots of ice to every practice and game; there also should be cold packs in the field utility lockers.
2. Bring the First Aid kits handed out with equipment pickup.
3. Manager must have player medical release forms at every practice and game.
4. No metal cleats or spikes.
5. Players should be encouraged to wear proper baseball attire, especially hats and baseball pants, at every practice.
6. Each manager has a key to the Knaack boxes and batting cages.
7. Each Majors and AAA team will be responsible for covering all snack shack duties for one week. Your team coordinator will be responsible for filling the spots with team parents. Should the designated parents not show up for their shift, your team will forfeit the game. No exceptions. Also, no kids in the snack shack.
8. It is strongly encouraged that you move players around to various positions throughout the season, especially early on. Give kids the chance to learn and develop at different positions and keep them interested in baseball as a sport.
9. Both teams should take the time to clean up their respective dugouts, and to collect any and all leftover items. Throw trash away in dumpsters located next to Buckeye parking lot.

CHECK THE LITTLE LEAGUE WEBSITE EARLY AND OFTEN FOR UPDATES, RAIN ISSUES, SCHEDULING, RESULTS, AND OTHER IMPORTANT NEWS ITEMS.

[WWW.LAFAYETTELITTLELEAGUE.ORG](http://WWW.LAFAYETTELITTLELEAGUE.ORG)

## Section 3

### GAME SET UP

**1. Game Balls, Dugouts & Field Maintenance:**

Home team takes the 3rd base dugout. Home team is responsible for getting the fields ready to play (weekday games and first Saturday game will have fields prepped in advance). Base Lines should be drawn and the infield should be hosed down. Knack box equipment, including bases, should be returned after use. Home team shall supply three game balls to the umpire. Contact the VP of Equipment for more game balls if you run out.

**2. Number of Players & Coaches:**

Each team must have nine (9) players to play and must have a minimum of nine (9) players throughout the game. There are no rescheduled games. A manager should pull kids up from the immediately lower division to play, if necessary. All pull ups must be kids of age eligible to play in the division where they are filling in and respective managers and VPs shall be notified. Only three adults are allowed in the dugout at any time. One coach must be in the dugout at all times. If a team has only two coaches then only one is allowed to coach the bases. Only coaches who have registered and authorized a background check on Sportability are eligible to enter the dugout or assist at games and/or practices.

**3. Umpires:**

Each game will have two or three umpires with one of the umpires being an adult (18 years or older). The adult umpire will be designated as the Umpire-in-Chief for that game. The Umpire-in-Chief does not have to be the home plate umpire and does not have authority to overrule judgment calls made by other umpires. There must be at least one adult umpire on the field for the game. There may be instances where a team may have to provide an adult umpire observer when no adult umpire is available, further guidance will be provided separately on how to identify that individual. If an umpire(s) does not show up for your game please notify your league VP and Michael Davidson at chiefumpirelll@gmail.com.

Only the manager - not a coach - may talk to an umpire about a call. You may only appeal rule interpretations, not judgment calls. If (after remembering that every team makes the playoffs and that the game is about the kids) the manager feels he absolutely must speak to the umpire(s) about a call, wait until the play is over, call time out and walk to the umpire who made the call. Make the discussion quick and accept the umpire's final decision.

Please provide any feedback on umpires, both positive and constructive, to your league VP and Michael Davidson, at chiefumpirelll@gmail.com.

**4. Late arriving players:**

If a player who has yet to arrive is scheduled to bat, his or her turn in the order shall be skipped, and the next scheduled batter shall bat. Late arriving players whose turn has

been skipped in the batting order shall bat at the end of the batting order, and remain in that spot for the rest of the game. If the player arrives before his or her first scheduled at bat, he or she may bat as scheduled.

Example: Your 3rd and 6th place batters arrive at the game while your 4th place batter is batting for the first time. The 6th batter bats in his or her planned spot. The 3rd batter must bat last (12th if you have 12 players), and remain in that spot the rest of the game.

**5. Scorekeeper:**

Each manager shall provide a written copy of their line-up to the opposing manager before the games begins. Home team provides the official scorekeeper. The visiting Manager is encouraged to have a scorekeeper and to check with the home team's scorekeeper on the number of runs scored each inning so there is no dispute. In case of a dispute as to the final score, the home team's scorebook shall determine the final score.

The home team is also responsible for keeping the official pitch count of both teams pitchers. This can be the scorekeeper or another individual designated by the home team manager. In case of dispute, the home team pitch counter shall determine the final pitch count.

**6. Warm-ups:**

Visitors take infield 25 minutes before game time for 10 minutes. Home team then gets infield for ten minutes. This means you need to have your teams in the dugout five minutes before game time so the managers and umpires can meet at home before the game starts. Please get organized so the games can proceed without delay. If you do not have enough time for warm ups or to take infield too bad. You must have your team in the dugout 5 minutes prior to the start of the game so that the managers and umpires can have their pre-game meeting.

**7. Batting Cages:**

For weekday evening games played at Buckeye Field, Chaney Field utilizes the cage closest to that field and the Majors Field uses the cage closest to that field. Visiting team gets the cage from one (1) hour prior to game time to 40 minutes prior to game time. Home team gets the cage from 40 minutes prior to game time to 20 minutes prior to game time. For weekend games at Buckeye Field, Majors and AAA games will have staggered start times. Majors will have use of both cages (1 per team) prior to the Majors games and, similarly, AAA will have use of both cages (1 per team) prior to AAA games.

**8. Game Time:**

Normally, games will begin at 5:00 prior to the clocks turning back, and 5:30 afterwards. The full season schedule is forthcoming. For Majors and AAA the games will be six (6) innings or two (2) hours from the time of the first pitch. No inning may begin after the 2 hour time limit. For AA, five (5) innings or 1 1/2 hours from the time of the first pitch. No inning may start after the 1 1/2 hour time limit. The game starts with the first pitch received by the catcher. At this point the home plate umpire should announce the time the game started. In the event of a tie, extra innings may be played subject to the time limit.

Early in the season weeknight games may have to be called by the umpires due to darkness. Please use common sense and not have any game continue when there is difficulty seeing.

During the playoffs, the time limit will not be enforced, such that all games must be played to completion and a winner determined.

**9. End of the inning:**

A half inning ends immediately upon the occurrence of either of the following events: (1) there are three outs or (2) for AAA and AA five runs have scored or (3) for AA all batters have batted.

The five run rule for AAA and AA does NOT apply to the SIXTH inning (FIFTH inning for AA), but shall apply to all other innings, regardless of time remaining. So, if the fourth inning is to be the last inning of the game because of time the five run rule does apply. It's only the SIXTH inning where it doesn't apply.

**10. Official Game:**

For Major and AAA, four innings constitutes an official game (three and a half innings if the home team is leading). For AA, three innings constitutes an official game (two and one half innings if the home team is leading). In the event of a tie, extra innings may be played subject to the time limit.

**11. Rainouts & Make ups:**

Rainouts are the only situation where a game must be rescheduled. Rescheduled games take priority over practices on Sundays. Contact Michael Davidson, at chiefumpire111@gmail.com to arrange for make up game umpires.

**Section 4**  
**PLAYING THE GAME**

**1. In the Field:**

Nine defensive players.

When on defense, coaches/managers must stay inside the dugout except for visits to the mound during time outs.

Each player must play a minimum of nine defensive outs. In AA, no player may sit two consecutive innings. Players may be substituted for and re-enter the game freely on defense, but will continue to bat in order (you should make an effort to rotate positions within reason).

It is important to tell the players that the ball is not dead and the play is not over until any base runners have stopped their forward progress AND the pitcher has the ball and is standing on the mound and the catcher is standing in the catchers box fully equipped (i.e., mask on) and ready to receive a pitch. At this point runners must return to their base and are not allowed to leave the base until the next pitch reaches the batter.

There is a limit of one additional base (from where runners were before the pitch) on an overthrow of first base that goes out of play. If the ball is thrown past the dugout and beyond a fence keeping the ball in the field of play, the runners advance automatically and the ball is dead. If the thrown ball hits the dugout or an adjacent fence and stays in the field of play, the ball is live and runners advance at their own risk. For example, if an overthrow of first base hits a fence beyond the dugout but remains in the field of play (fair or foul) on Buckeye Field, the ball is live.

There is a limit of one additional base (from where runners were before the pitch) on an overthrow of third base that goes past the dugout and beyond a fence keeping the ball in the field of play. If the thrown ball hits the dugout or an adjacent fence and stays in the field of play, the ball is live and runners advance at their own risk. For example, if an overthrow of third base hits a fence beyond the dugout but remains in the field of play (fair or foul) on Buckeye Field or if the overthrow goes into left field, the ball is live.

**2. Pitchers:**

Any player on a team may pitch. One exception is that if a 12 year old plays in AAA they may not pitch. A pitcher once removed from a game cannot return as a pitcher.

All Majors pitchers are limited to a maximum of 3 innings or 65 pitches per game. All AAA and AA are limited to a maximum of 2 innings or 50 pitches per game. The pitcher may finish the batter after hitting these maximums, but all mandatory rest rules apply subject to LL Regulation VI(d).

Effective for the 2013 season, Regulation VI (d) has been amended to read, in part:

EXCEPTION: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

Summary and Implementation: For the 2013 season, wording was revised allowing a pitcher who reaches his/her imposed days of rest threshold while facing a batter to continue to pitch until the current batter has been retired or reaches base.

The following are the specific pitching rules and mandatory rest periods:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest must be observed.
- A player who has been removed as a pitcher is prohibited from playing the position of catcher for the remainder of that day if that player has thrown more than 40 pitches.
- There is no “automatic: intentional walk. A pitcher must throw (4) pitches intentionally out of the strike zone that are called “balls” by the umpire. All such pitches shall count toward the pitch count. Intentional walks are strongly discouraged. Let the kids decide the game.
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- A pitcher who reaches the maximum pitch count shall be allowed to complete the batter. The player must follow the days of rest for the threshold he/she reached during that at-bat, provided that the pitcher is removed before delivering a pitch to another batter.
- Pitching limits are determined by whichever limit comes first, inning or pitch count.
- One pitch constitutes one inning pitched. Example: If a player records the last out of the third inning on one pitch, he or she may pitch the entire fourth inning, but none of the fifth inning.
- Any player, who has played in the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.
- Home teams are responsible for tracking pitch counts for both teams, but both teams are encouraged to do so. Teams should confer between innings to verify counts.
- For playoff games where doubleheaders are necessary, a pitcher shall not exceed the number of pitches allowed per day by Little League International for both games. All rest rules apply. A pitcher may not exceed 50 pitches in a game.
- No curve balls allowed!
- No balks!
- An illegal pitch (i.e., starting and stopping motion; dropping ball while on rubber)

will be called a ball and counts as a pitch in the pitch count.

If a pitcher hits two batters in one inning, that pitcher must be replaced. The pitcher may hit one batter in each inning without being replaced.

Balks will not be called. Pitchers must start their wind-ups while in contact with the pitching rubber.

A manager upon his third visit to a pitcher in an inning, fourth visit in a game must remove the pitcher from the game.

Infield warm ups should be limited to the start of each inning.

Umpires will regulate the number of warm up pitches allowed by a pitcher to a maximum of eight (8) with the goal of keeping the pace of the game moving along.

Only players may warm-up pitchers in between innings. This player, if not the catcher, must wear at least a cup and a mask, and must use a catcher's glove.

- All rules related to pitch counts, inning limits, days rest, and pitching/catching are designed to protect player health and safety. Any player that violates any rules related to pitch count, number of innings, days of rest, or playing the position of pitcher or catcher shall be ineligible to pitch until BOTH: (a) the required days of rest are satisfied AND (b) the team's next *played* game *after* the pitcher has completed the required rest has concluded. This rule is expressly intended to protect the safety of the player by providing the player with adequate rest as a remedy for the insufficient rest caused by the violation. In addition to remedying the rest, any violation shall also have a consequence for the manager. A manager shall be given a warning for a first violation. For any subsequent violations during the same season, the manager shall be referred to the Board and Conduct Committee for additional disciplinary action. Any violation of this local rule shall be promptly brought to the attention of the division VP, which would generally be within 24 hours from the start of the game in which the violation occurred.
- For purposes of this rule, "required days of rest" shall be defined as the **greater** of (1) rest required based on pitches thrown in the game in which the violation occurred; or (2) rest required based on pitches thrown in the immediately preceding game.
  - Example 1, Player A throws 55 pitches in a game on Thursday, requiring 3 days of rest before pitching again. In violation of the rest rules, Player A throws one pitch on Saturday. The VP is informed of that violation on Sunday. Player A must satisfy an additional two days (one day of rest having already been observed) of rest AND Player A is not allowed to pitch in the team's next played game (even if that game is more than two days after the Saturday game). In this example, if Player A's team has a Monday game, Player A cannot pitch in the Monday game as well as the next played game after the days of rest have been satisfied.

- Example 2, Player B throws 42 pitches in a game on Tuesday. In violation of the pitcher to catcher rules, Player B catches the final inning of the game on Tuesday. The VP is informed on Wednesday of this violation. Player B must satisfy the required two days of rest AND Player B will not be eligible to play the position of pitcher in the team's next played game.

### 3. **Catchers:**

Catchers must wear a hard cup along with other protective gear (helmet mask with throat protector, chest protector (with long flap) and shin protectors, and catcher's glove).

Catchers may not use their fielder's mitts.

We are trying to encourage catchers to make the throw down to second or third. By the end of the season you will be surprised how many runners have been thrown out.

Catchers may not advance up the third base line on an initial play at the plate unless it is in an attempt to catch the ball (i.e., not a run down situation). He or she must straddle home plate or stand in front of home to tag runner (otherwise they will be called for interference and the runner declared safe).

Have your catcher ready to go prior to taking the field. If he is a base runner, have someone ready to assist him in getting on the gear, as well as having someone ready to warm-up the pitcher.

### 4. **Base Runners:**

**Stealing** –Stealing of home is allowed. This rule will be in effect at the beginning of the season. In AA, runners may advance only one base per pitch. Managers at all levels are encourage to use judgment in the advancement of their runners on the bases taking into consideration the level of play and ability of the defensive team so as not to ruin the integrity of the game.

**No leading off** until the pitch has reached the batter. Base runners should be encouraged to take a lead on every pitch. If a runner leaves before the pitch reaches the batter the umpire will return the runner to their original base.

**No sliding** into first base. If a player slides into 1<sup>st</sup>, that player will be declared out by the umpire. Other runners may advance on the play. No headfirst sliding (other than diving back to a bag).

If one runner on base leaves early all runners are deemed to have left early. If a runner(s) leaves early the batter will advance to the base that in the umpire's judgment would have been the result of a "clean" hit and the runner(s) will be place one base in front of the batter/runner. For example, 1) runner on second leaves early and batter hits a clean single runner is returned to second base; 2) runners on second and third, runner on second leaves early and batter hits a clean single runners are returned to second and third base; 3) runners first and third, runner on first leaves early batter hits a clean single runner on first advances to second and runner on third is returned to third base and no run is scored.

If a player turns inside after touching first, but makes no attempt for second, he is not out if tagged. Use this opportunity to explain to kids that they should turn outside.

Base runners must **avoid a collision** at home plate (confirm prior to game time during umpire/manager conference to get the umpires input to avoid any controversy during the game).

Players must slide or avoid any contact at second/third if a defensive player is there, in control of the ball or if there is a throw coming in to the fielder.

**Encourage sliding.** Encourage your players to buy sliding pants, to prevent “strawberries” and to encourage proper sliding technique. **A player that is sliding into a base will be considered attempting to avoid a collision.**

Any collision and the runner is out. It is the runner’s sole responsibility to avoid collisions. If the infielder interferes, the runner must still avoid contact and the umpire will decide whether or not there was interference.

Base runners must wear helmets with face guards at all times.

Adults (including non coaches, if no coach is available) may coach the bases. Player base coaches must wear a helmet with a face guard.

## **5. Batters:**

Nobody but the batter is allowed to be holding a bat at any time. No swinging a bat in the on deck cage. No soft toss or other hitting drills on the sideline while the game is in progress. This includes between innings.

Batters must wear helmets with a face guard.

No throwing bats. If unintentional, the umpire will have the discretion to warn a player the first time it happens if it’s early in the season, with the second time the batter being called out. If intentional, the batter is out and may be subject to disciplinary action including ejection.

No pinch hitters (if a player can’t bat due to injury, go to the next player in the order).

If a player turns inside after touching first, but makes no attempt for second, he or she is not out if tagged. Use this opportunity to explain to players that they should turn outside.

Everybody bats - Entire team bats (1 through 12).

**Strike Zone.** It’s Large - Mid shins to top of shoulders and the width of the baseball inside and outside. Get the players swinging! Establish the strike zone with the umpire prior to the game (both managers together), and then let it go.

**Bats.** Composite-barreled baseball bats are prohibited unless approved by Little League

International. A list of approved and licensed composite bats can be found on the Little League website at [www.littleleague.org](http://www.littleleague.org). Bats shall be not more than thirty-three (33) inches in length nor more than two and one-quarter (2 ¼) inches in diameter. No big-barrel bats allowed.

**Dropped Third Strike** (Majors ONLY). On a dropped third strike, batter is out when first base is occupied with less than two outs. In all other instances, ball is live on dropped third strike.

## Section 5

### UMPIRES

#### 1. **Umpires:**

You will have at least one adult umpire who will be designated the umpire-in-chief for that game. If there is no adult umpire an adult umpire observer shall be appointed for that game by the managers. The other umpire(s) will likely be youth umpires.

Only the manager - not the coach - may talk to the umpire.

No moaning and groaning on balls and strikes.

If the manager feels compelled to question a rule interpretation (not a strike/ball call, not an out or safe call, etc.), do it discretely after the inning and be prepared to play on. If you must complain or compliment please e-mail both Michael Davidson, at chiefumpirelll@gmail.com and your league VP after the game.

We have absolutely no tolerance for managers/players/parents who verbally abuse the umpires. When you meet with your parents make sure they understand there is a zero tolerance policy when it comes to harassing the umpires.

There is a dead ball whenever:

- A) The umpire calls time out.
- B) Agreed upon ground rules, e.g.: ball goes under fence.

Infield Fly Rule will be applied and no doubt misapplied during the season.

If a report is received of verbal abuse or other misconduct from the games umpires the league VP will speak to the offending party and give at least a warning. Second offense and the manager will be suspended for at least one game. Third offense and the team will be taken from the manager. These punishments may be accelerated if deemed necessary. You are managing at the discretion of Lafayette Little League.

Remember that the manager is responsible for the conduct of themselves, their coaches, players and parents.

**Section 6**  
**POST GAME**

1. **Winning team** is responsible for reporting the score and a write-up to the Divisional V.P. This is a good thing to get a team volunteer to handle. All write-ups should be forwarded to the league's publicity coordinator, Todd Bequette, at bequettelw@aol.com.
2. Both teams should take the time to clean up their respective dugouts, and to collect any and all leftover items.
3. Home team is responsible for emptying the trash cans and putting garbage in the dumpster located above parking lot.
4. Both teams are responsible for post game field care per LLL instructions.
5. Please make sure you return the equipment at the end of the season. Helmets breaking are understandable but there is no reason any catcher's gear should be missing.