

**LOU TOMPKINS
ALL STAR BASEBALL LEAGUE, INC.**

www.ltabaseball.com

**2009 SPECIAL
RULES AND REGULATIONS**

1.0 FORMAT, COMPLETION OF ROUNDS AND SEASON

- 1.1 The league will consist of four (4) divisions. Senior Division is designed for 16-19 year olds, with a limit per roster of five (5) 19 year olds. (A player cannot be 20 on April 30, 2009). Division A is designed for 15-16 year olds. (A player cannot be 17 on April 30, 2009.) In addition, A Division age players may play for the City/Town's Senior Division Team but only provided the A Division players are listed on the Senior Division Team's Roster. However, in no event can 17 year old players play for the A Division Team.

Division B is designed for 13-14 year olds. (A player cannot be 15 on April 30, 2009.) In addition, (i) B Division 13-14 year old players may play for the City/Town's A Division Team but only provided the B Division 13-14 year old players are listed on the A Division Team's Roster and (ii) 14 year old B Division age players may play for the City/Town's Senior Division Team but only provided the 14 year old B Division players are listed on the Senior Division Team's Roster. However, (iii) in no event can 15-16 year old players play for the B Division Team and (iv) in no event may a 13 year old be listed on a Senior Division Team.

Division C is designed solely for 13 year old players (a player cannot be 14 on April 30, 2009) and a player turning 13 on May 1 to July 31 and who participated in their town's spring 90 foot diamond league. In addition, Division C players can play for the City/Town's B Division Team and/or A Division Team but only provided the C Division players are listed on the B Division Roster and/or the A Division Roster, as applicable. However, (i) in no event can players other than 13 year old players play for the C Division Team and (ii)) in no event may a 13 year old be listed on a Senior Division Team.

NOTE THAT A PLAYER CANNOT BE LISTED ON TWO (2) OR MORE ROSTERS IN THE SAME DIVISION.

- 1.2 The schedule for the A, B and C divisions shall consist of twenty (20) regular season games played in two rounds. Round I will consist of eight (8) games with the scheduling of games based primarily on geographical proximity.
- Round II will consist of twelve (12) games and will be based on strength of teams as determined after Round I. Those teams placed into the upper division will continue with their won/loss record from Round I. Those teams placed into the lower division will start Round II with a fresh won/loss record of 0-0. There will be a Round II playoff for the lower division. The Tournament of Champions grand playoff will be held and will be comprised of the top eight (8) teams from the upper division.
- 1.3 The schedule for the Senior division shall consist of twenty (20) regular season games. At the conclusion of the twenty (20) games the Tournament of Champions grand playoff will be held and will be comprised of the top eight (8) teams from the Senior division.
- 1.4 The league requires that games for the B division in round I be completed by July 10 and that games for the A and C divisions in round I be completed by July 11.

2.0 PLAYING CONDITIONS

- 2.1 The home team is responsible for the condition of the field. The field should be manicured and properly marked.
- 2.2 The home team shall have the choice of dugouts. The only exception to this is when the home team plays the game at the visitor's field. Although the home team remains as the home team, the home team will use the visitor's dugout at the visitor's field.

3.0 UMPIRES

- 3.1 The home team is responsible for providing two umpires for each game.
- 3.2 The umpires must be certified, uniformed and approved by the Board of Directors of the League. Teams not complying with this rule will not be invited back.
- 3.4 The cost of the umpires is borne by the home team, except for playoffs, wherein the League will pay.

4.0 ROSTERS AND UNIFORMS

- 4.1 Each team must submit a separate team roster via the league website at www.ltabaseball.com. The Senior division roster must be submitted by June 15, 2009. The A, B, and C division rosters must be submitted by June 20, 2009.

The complete rosters will only be available to the Commissioners to protect the privacy of the players. Each player's name, address and date of birth must be listed on the official roster.

- 4.2 Failure to submit a timely roster will result in forfeits for games in which a roster is not submitted.
- 4.3 No player will be allowed to participate who is not on a roster. Use of a player not on the roster will result in a two game suspension of the team's manager.
- 4.4 Rosters are limited to a maximum of twenty (20) players. It is highly recommended and stressed that all 20 roster slots should be completed to ensure that a team has enough players to draw upon to avoid forfeits. Open or unlimited rosters are not permitted.

- 4.5 **ROSTER ADJUSTMENTS ARE PERMITTED ONLY BETWEEN THE CONCLUSION OF THE ROUND I PLAYOFFS AND PRIOR TO THE START OF ROUND II. NO OTHER ROSTER ADJUSTMENTS OR CHANGES ARE PERMITTED.**

- 4.6 A player cannot be listed on two (2) or more rosters in the same Division. SEE 1.1 FOR ROSTERING A PLAYER IN MULTIPLE DIVISIONS.

- 4.7 In addition, a player must live in the city, town or attend the public school in the city, town for whose team he plays. A player who plays in the city/town's spring league is also eligible for the roster.

- 4.8 IN ORDER TO BE ELIGIBLE FOR THE SENIOR DIVISION TOURNAMENT OF CHAMPIONS, 19 and 18 year old players must have played in not less than six (6) games of the games played by his team.

The determination of the number of games played by 19 and 18 year old players will include games not played by team (e.g., rain out) that the player would have been able to play according to the judgment of the manager.

- 4.9 IN ORDER TO BE ELIGIBLE FOR THE A DIVISION TOURNAMENT OF CHAMPIONS, 16 year old players must have played in not less than fifty percent (50%) of the games played by his team.

The determination of the number of games played by a 16 year old will include games not played by team (e.g., rain out) that the player would have been able to play according to the judgment of the manager.

The determination of the number of games played by a 16 year old will also include any games played for a Lou Tompkins Senior Division team that the 16 year old is rostered on.

- 4.10 All teams must be properly uniformed and all uniform jerseys must be numbered.

5.0 RULES

- 5.1 The Babe Ruth League Rule Book, as supplemented by these rules, shall be the sole method of play.

6.0 INSURANCE

- 6.1 All teams must be insured with the League prior to the first game.

7.0 BASEBALLS

- 7.1 Official Babe Ruth baseballs or better must be used.
- 7.2 The home team is responsible for providing at least six (6) new baseballs for each home game.
- 7.3 Baseballs for all Round Playoffs and the Tournament of Champions will be provided by the League.

8.0 BASEBALL BAT STANDARDS

- 8.1 The new metal baseball bat standard adopted in 2001 calls for a narrower, heavier, and more wood-like bat. The maximum bat diameter is 2 5/8 inches, and the unit differential, namely the difference between bat length measured in inches and bat weight measured in ounces, will be three (3) units.
- 8.2 The presence of a mark denoting compliance with the NCAA bat rule will be one assurance that a bat is compliant with the size and weight components of this rule.
- 8.3 The penalty for using or attempting to use a bat greater than 2 5/8 in diameter and/or a unit differential (inches to ounces) greater than three (3) units will be as follows:
 - A. Batter is out.
 - B. No advancement on the bases will be allowed.
 - C. Any out or outs made during a play shall stand.

9.0 POSTPONEMENTS, RESCHEDULING, OFFICIAL GAME, CALLED GAME

- 9.1 The home team manager is responsible for notifying the visiting team and umpires in the event inclement weather does not permit a game to be started. The home team should make every effort to notify the visiting team in sufficient time to keep them from traveling unnecessarily. (By 3:00 P.M.)
- 9.2 Once the game has started, the umpires have control of the game and shall decide when a game should be stopped and/or terminated.
- 9.3 Rescheduling games shall be the responsibility of the two teams involved in the game **subject to the approval of the Division Commissioner and availability of umpires**. It shall be the responsibility of the home team manager to notify the Division Commissioner of any postponements and subsequent rescheduling.

Upon such approval, the Division Commissioner will notify the umpire assignor (if the umpire is with the Bill Dembro group). If the umpire assignor is outside of the Bill Dembro group the Division Commissioner will instruct the manager to notify his umpire assignor.
- 9.4 However notwithstanding the above, if a team cannot play a game due to a scheduling conflict (town's post-season playoff games or to accommodate any national-affiliated tournament games), the team with the conflict shall forfeit if agreement cannot be reached with the opposing manager. Teams must resolve these matters through their Commissioner. This Rule 9.4 is subject to Rule 9.5.
- 9.5 Games which are shortened by either rain or darkness shall have the score revert back to the last complete inning and declared official if at least 4 1/2 innings have been played with the home team ahead or 5 innings if the visiting team is ahead. The only exception to the rule will be in the event the home team either ties or takes the lead in the bottom half of an inning which is not completed. In this case (where each team has had an equal number of times at bat) the score shall not revert to the last complete inning, but instead shall stand as played.
- 9.6 If a game begins and thereafter is called before becoming an official game, it shall be resumed and completed from the point of discontinuance.

10.0 TIME OF GAMES

- 10.1 Weekdays – 5:45 P.M. until July 31st. During the month of August, all weekday games shall begin at 5:30 P.M. Towns with lights may play their home games at a later time.
- 10.2 The starting time for Saturday and Sunday games will be as set forth on the Schedule.

11.0 PROTESTS

- 11.1 The umpire's decision is final on the field. After lodging notice of protest on the field, follow Babe Ruth procedures by marking play in the scorebook and then contacting the Division Commissioner stating the reason for the protest action.

- 11.2 A protest committee shall decide said protest. The protest committee shall consist of the President, Vice President and a Director not directly involved in the protest. The protest committee shall take all relevant matters into consideration.
- 11.3 For each playoff game a representative of the President shall be on hand and shall form a protest committee for each game. Each committee shall include the President's representative and a representative from each of the two teams playing the game. The President's representative shall choose each team representative from those suggested by each team manager.

12.0 WINNING COACH RESPONSIBILITIES, TIE GAME, AND NOTIFICATIONS FOR FINAL GAMES ROUND 1 AND 2

- 12.1 The coach of the winning team must notify the Division Commissioner via the league website at www.ltabaseball.com **within 24 hours** in order to get credit for the win. The winning coach must have the score, all pitchers names for both teams, and the innings pitched for all pitchers. Losses will be recorded by the Division Commissioner unless he is properly notified, **within 24 hours**, and has all the required information.
- 12.2 In the event of a tie game, the home team coach must notify the Division Commissioner via the league website at www.ltabaseball.com **within 24 hours** in order to get credit for the tie. The home team coach must have the score, all pitchers' names for both teams, and the innings pitched for all pitchers. No ties shall be recorded by the Division Commissioner unless he is properly notified **within 24 hours** and has all the required information.
- 12.3 Commissioners must be notified directly (within 24 hours) of any ejected player, manager, coach or spectator. This notification, consisting of the name and number (if player), should be made by both managers - home and visiting teams.

13.0 TENTH PLAYER

- 13.1 A tenth player may be added by a team as an extra hitter. This player may substitute for any player in the field, but he must remain in the same position in the batting order.
- 13.2 The use of a tenth player is optional for each team on a game by game basis. If a team starts with ten players in its order, it must finish with ten. The only exception to this is if a player is injured or must depart early (either by choice or by ejection) and the team does not have ten eligible players available, it may play with nine.
- 13.3 If a team selects to use only nine (9) players in a given game, then a tenth player spot cannot be added during that game.
- 13.4 If a team wishes to use a tenth player for a given game, the manager so employing the tenth player must include the tenth player in his lineup as exchanged with the opposing manager prior to the start of the game.

14.0 FORFEITS

- 14.1 If a team cannot field nine (9) official roster players within fifteen (15) minutes of the designated starting time for the game, a forfeit shall be declared
- 14.2 If a team forfeits a game they will lose their \$100 deposit and will be required to pay an additional \$300 deposit immediately. A team failing to submit the additional \$300 deposit will be ineligible for a trophy round until the deposit is received.
- 14.3 If a team forfeits a second game they will lose their \$300 deposit.
- 14.4 If a team forfeits a third game they will be ineligible for trophy rounds and the tournament of champions.
- 14.5 A team paying a \$300 deposit that does not incur a second forfeit will have \$200 returned at the end of the season with \$100 being retained as a deposit for the subsequent year.
- 14.6 An automatic forfeit will be declared if a team goes below 9 players. The only exception to this is when an injury occurs and all substitutes have been used. An already used player will be allowed to re-enter. Selection of this substitute must be made by the opposing manager. This type of re-entry can only take

place when an injury prevents a player from continuing in the game. The injured player, once removed from the game, cannot re-enter.

14.7 The score of forfeited games will be recorded as 7 – 0.

15.0 PITCHING

15.1 Pitchers may pitch a maximum of ten (10) innings each week. Further, a pitcher may only pitch a maximum of seven (7) innings in any one (1) calendar day. The pitching week goes from Monday through Sunday.

15.2 If a pitcher pitches four (4) or more innings, he must have two (2) calendar days rest. If a pitcher pitches three (3) innings or less in a game, no days of rest are required. However, coaches are encouraged not to overuse any pitcher.

15.3 Throwing one pitch in an inning constitutes pitching the entire inning.

15.4 A starting pitcher removed from pitching may pitch again in the game as long as he has not been removed from the game. If he is removed from the game or if the manager and/or coach makes two trips to the mound in the same inning as to the same pitcher, then the pitcher cannot pitch again in that game. Any other pitcher in the game cannot return to the mound in the same game once he is removed from the mound irrespective of whether that pitcher assumes a field position or is removed from the game.

If a player re-enters illegally as a pitcher, there is no penalty except he must be removed from the mound as a pitcher immediately when discovered.

15.5 All innings pitched count in the application of these pitching rules regardless of whether the game results in an official game.

15.6 No warnings given on balks.

15.7 Winning managers, or the home team managers in the event of a tie, must call in all innings pitched for all pitchers for both teams.

15.8 Any violation of the pitching rules 15.1 and 15.2 results in an automatic forfeit of the game in which the rule(s) violation occurred.

15.9 The score of forfeited games will be recorded as 7 – 0.

16.0 TRIPS TO THE MOUND

16.1 The second trip to the mound to the same pitcher in the same inning shall automatically result in the removal of that pitcher from the game as a pitcher.

16.2 The manager and/or coach is prohibited from making a second visit to the mound while the same batter is at bat, but if a pinch hitter is substituted for this batter the manager and/or coach may make a second visit to the mound, but must remove the pitcher.

16.3 In the case where a manager and/or coach has made his first trip to the mound and then returns a second time to the mound in the same inning with the same pitcher in the game and the same batter at bat, after being warned by the umpire that he cannot return to the mound, the manager and/or coach shall be removed from the game and the pitcher shall be required to pitch to the batter until the batter is retired or gets on base. After the batter is retired, or becomes a base runner, then this pitcher must be removed from the game as a pitcher only.

16.4 A "trip" is defined as: any time an umpire calls time out so that any of the manager or coaches may confer with the pitcher either at the mound or along the foul line, and any time an umpire calls time out so that any of the manager or coaches may confer with any player who subsequently confers with the pitcher before the pitcher delivers another pitch.

16.5 A manager or coach is considered to have concluded the visit to the mound when he leaves the eighteen (18) foot circle surrounding the pitcher's rubber.

16.6 If a manager or coach goes to the mound and removes a pitcher and then the manager or a coach goes to the mound to talk to the new pitcher, that will constitute one trip to the mound to that new pitcher in that inning.

- 16.7 There is no limitation on the number of trips a manager and/or coach may make in a game to any one pitcher except for the limitations set forth above.

17.0 RE-ENTRY

- 17.1 Any of the original starting players (including the tenth player if utilized as provided in Rule 13) may withdraw and re-enter once provided such player occupies the same batting position whenever he is in the lineup. A substitute who is withdrawn may not re-enter.
- 17.2 A substitute may replace a substitute and the starting player may still re-enter for the substitute.
- 17.3 A starting player withdrawn from the game more than once cannot re-enter.
- 17.4 Withdrawal and re-entry takes place only when a player has been removed from the game.
- 17.5 If a player re-enters illegally as a pitcher, fielder, or runner, there is no penalty except that he must be removed from the game immediately when discovered. If he re-enters illegally as a batter, such illegal re-entry is penalized according to official Baseball Rule 6.07, Batting Out of Order.
- 17.6 Already used players will be allowed to re-enter if all substitutes have been used and an injury occurs. The selection of this substitute must be made by the opposing manager. This type of re-entry can only take place when an injury prevents a player from continuing in the game. The injured player once removed from the game, cannot re-enter.

18.0 CODE OF CONDUCT

- 18.1 Coaches are responsible for the conduct of their players, parents and themselves.
- 18.2 Any player, manager and/or coach ejected from the game shall face disciplinary action by the Board of Directors with the minimum penalty for the first ejection being suspension from the next game in addition to the ejection from the subject game.
- In addition, (i) if a player, manager or coach is ejected twice in a season, the minimum penalty is a one (1) week suspension in addition to the ejection from the subject game and (ii) if a player, manager or coach is ejected three (3) times in a season, the minimum penalty is suspension for the remainder of the season (including all Rounds playoff games and the Tournament of Champions).
- In the event there is physical contact the Board may apply additional penalties.
- 18.3 When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in the game. They may not sit in the stands and may not be recalled. The intent of this rule is that the ejection causes the ejected person to be out of sight and hearing of all participants.
- In the event a player is ejected it is required of the manager to provide responsible supervision off premises for ejected player.
- 18.4 Any manager and/or coach excluded by an official from a game is ineligible to coach at any league game at any level until the next contest at the same level has/have been completed.
- During the suspension the disqualified coach may not be present at the competition site.
- 18.5 Commissioners must be notified directly (within 24 hours) of any ejected player, manager, coach or spectator. This notification, consisting of the name and number (if player) of the person ejected, should be made by both managers - home and visiting teams.
- 18.6 Any manager or coach who repeatedly harasses umpires shall be subject to disciplinary action by the Board of Directors.
- 18.7 Any team whose parents are abusive to either the umpires or the opposing team shall face disciplinary action by the Board of Directors.
- 18.8 No player shall be allowed to harass opposing players, managers or coaches. Such action shall be cause for ejection in which case Rule 18.2 will be operative.

19.0 COLLISION RULE

- 19.1 A runner shall be called out when he does not slide or attempt to get around a fielder, at any base, when either the fielder has the ball and is waiting to make a tag, or the throw is on its way and the fielder is about to catch the ball for the purpose of making the tag. In any case, contact must be made for this rule to apply and umpire's judgment controls.
- 19.2 Please see MIAA Force Play Slide Rule (printed at the end of this rule book) for detailed description of the application for rule 19.1.

20.0 MERCY RULE

- 20.1 An automatic mercy rule will be in effect. The umpire will stop the game once it becomes official (4 1/2 innings if the home team is ahead or 5 innings if the home team is behind) if one (1) team is ahead by twelve (12) runs (or more) and has had equal time at bat (by innings) or if the home team is leading.

21.0 TOURNAMENT OF CHAMPIONS CHAMPIONSHIP ROUND

- 21.1 At the conclusion of the regular season and the Round Playoffs, there will be an eight (8) team Tournament of Champions (T of C) in each of the Senior Division, A Division, the B Division, and the C Division.
- 21.2 Seeding - The seeding of the eight (8) teams will come from the best overall record. The lower division teams are ineligible for the T of C.
- 21.3 The following season point system shall be used, when necessary, to seed teams in the championship round.
1. Win = 2 points
 2. Tie = 1 point
- 21.4 For each division, the championship round shall follow a double elimination format to determine the semifinalists, if weather allows. Every effort must be made to have the final games, for each division, on the Sunday of the championship round week. This may mean that the Board of Directors will change the format to a single elimination at the start of the round or even during the round. Poor weather shall be the reason to change from a double to a single elimination format.

The highest seed will be the home team throughout the T of C.

Tuesday Game 1: Team 1 vs Team 8
Game 2: Team 2 vs Team 7
Game 3: Team 3 vs Team 6
Game 4: Team 4 vs Team 5

Wednesday Game 5: Winner Game 1 vs Winner Game 4
Winner of game 5: Semifinalist
Game 6: Winner Game 2 vs Winner Game 3
Winner of game 6: Semifinalist
Game 7: Loser Game 2 vs Loser Game 3
Game 8: Loser Game 1 vs Loser Game 4

Thursday Game 9: Loser Game 5 vs Winner Game 8
Winner of game 9: Semifinalist
Game 10: Loser Game 6 vs Winner Game 7
Winner of game 10: Semifinalist

- 21.5 For each division, the semifinal games shall follow a single elimination format.

Saturday Game 11: Highest remaining seed vs. Lowest remaining seed.
Game 12: Next Highest remaining seed vs. Next Lowest remaining seed.

- 21.6 For each division, the final game shall follow a single elimination format.

Sunday Game 13: Winner Game 11 vs. Winner Game 12

- 21.7 In game 13 can not be played on the originally scheduled Sunday, there will be no extension of the pitching week beyond the originally scheduled Sunday for game 13. Therefore, any games played after the originally scheduled Sunday for game 13 will be treated as played on that Sunday.

22.0 THE BREAKERS

22.1 TWO WAY TIES

1. Head to head competition.
2. Least runs allowed head-to-head.
3. Run spread (runs scored minus runs allowed) head-to head.
4. Most runs scored head-to-head.
5. Least runs allowed in qualifying round.
6. Run spread in qualifying round.
7. Most runs scored in qualifying round.
8. Coin flip by the Commissioner (or an Assistant Commissioner) of the applicable Division.

22.2 THREE WAY TIES

1. As soon as a three way tie is broken, the remaining two teams shall immediately start at the top of the two way tie breaker. If two teams are eliminated on the same tie breaker, the remaining team is the winner. It is the intent of this rule to eliminate the bottom team, that is, the tie is broken from the loser's standpoint.
2. Least average runs allowed in games between tied teams.
3. Least runs allowed in qualifying round.
4. Run spread in qualifying round.
5. Most runs scored in qualifying round.
6. Coin flip by the Commissioner (or an Assistant Commissioner) of the applicable Division.

22.3 FOUR WAY TIES

1. As soon as the four way tie is broken, the remaining teams in a tie will immediately start at the top of the appropriate tie breaker. If three teams are eliminated on the same tie breaker step, then the remaining team is the winner. It is the intent of this rule to eliminate one team; that is, the tie is broken from the losers standpoint.
2. Least runs allowed in qualifying round.
3. Run spread in qualifying round.
4. Most runs scored in qualifying round.
5. Coin flip by the Commissioner (or an Assistant Commissioner) of the applicable Division.

23.0 POOR WEATHER VS. ROUND CONCLUSION

- 23.1 If poor weather interferes with the successful conclusion of any round within the time period scheduled for that round, the established tie breaking systems may be used to select teams for the finals or to even create a champion, if necessary.

Force-Play-Slide Rule
NCAA Baseball Rule 8 Section 4 - adopted by MIAA

SECTION 4. The intent of the force-play-slide rule is to ensure the safety of all players. This is a safety as well as an interference rule. Whether the defense could have completed the double play has no bearing on the applicability of this rule. This rule pertains to a force-play situation at any base, regardless of the number of outs.

- a. On any force play, the runner must slide on the ground before the base and in a direct line between the two bases. It is permissible for the slider's momentum to carry him through the base in the baseline extended.

Exception—A runner need not slide directly into a base as long as the runner slides or runs in a direction away from the fielder to avoid making contact or altering the play of the fielder. Interference shall not be called.

- (1) "On the ground" means either a head-first slide or a slide with one leg and buttock on the ground before the base.
- (2) "Directly into a base" means the runner's entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.
- b. Contact with a fielder is legal and interference shall not be called if the runner makes a legal slide directly to the base and in the baseline extended.
- A.R.**—If contact occurs on top of the base as a result of a "pop-up" slide, this contact is legal.
- c. Actions by a runner are illegal and interference shall be called if:

- (1) The runner slides or runs out of the base line in the direction of the fielder and alters the play of a fielder (with or without contact);
- (2) The runner uses a rolling or cross-body slide and either makes contact with or alters the play of a fielder;
- (3) The runner's raised leg makes contact higher than the fielder's knee when in a standing position;
- (4) The runner slashes or kicks the fielder with either leg; or
- (5) The runner illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete a play.

PENALTY for 1-5

- (1) With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out and no other runner(s) shall advance.
- (2) With two outs, the interfering runner shall be declared out and no other runner(s) shall advance.
- (3) If the runner's slide or collision is flagrant, the runner shall be ejected from the contest.
- A.R.**—If the bases are loaded with no outs, a double-play attempt is made, and interference is called, all other runners must return to their original bases.

Note: On a force play, with a two-man umpiring system, if the plate umpire does not have a potential play at the plate, he should move toward the base to observe the runner going into second or third base. In this situation, the base umpire must follow the throw and may not see the true effect of the lead runner's action.