

# Enfield Little League Farm AA By-Laws: 2020

## -Game Management and Umpire Functions:

1. **HAVE FUN!!!! – Be Safe, Be Smart and Be Good Sports**
2. **No 11 year olds are allowed to pitch in AA/Farm for safety concerns.**
3. Scores, wins and losses will not be accounted for at the AA level. The focus is to coach and develop the kid's skill level, and have fun.
4. Umpiring in AA will be conducted by the Coaches or Volunteers at the games when an Umpire is not provided by the league. When there is no umpiring equipment available, calls will be made from behind the mound. The offensive coach should stand behind the pitcher to coach/manage the pitcher, call balls/strikes and be available to pitch.
5. Games should start no later than 6pm on weekdays. There will be a 2-hour time limit for the games or 6 innings. Visiting team shall have infield/outfield practice from 5:15-5:30
6. PM. Home team 5:30-5:45 PM.
7. Home team will use the 1B bench/dugout and the visiting team shall use the 3B dugout.
8. The home team will provide the game balls for the contest.
9. **Runs will be capped at ( 5 ) runs per ½ inning including the final inning.**
10. Please make sure you move the players on and off the field in a timely manner – please limit the time between innings to getting kids into position – with 2 or 3 minutes of warmup of the pitcher and position players – 6 or 7 warm up pitches should be sufficient. It is vital that pace of play is monitored and we keep these games moving for the players and fans. Coaches whenever possible have a plan in place for where you want to shift your players defensively ahead of time and adjust accordingly based on attendance.
11. **Under no circumstances will any arrangements between coaches can change any of the prior rules.** These are the by-laws we have reviewed and agreed upon prior to the season. Please try to follow these as closely as possible.
12. possible if there are roster constraints and a team is short the minimum 8 players – if the opposing team has enough players please share in order to and allow for a game to be played. The more the kids can play and learn the better we all will be for it. We are only playing against ourselves – we are ALL ENFIELD!!! We all get better as a town and a community if we work together.

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## Pitching:

- 1. No 11 year olds are allowed to pitch in AA/Farm for safety concerns.**
- 2. All pitchers** will pitch from the rubber regardless of age it is a safety issue. The more they throw from the rubber the stronger and straighter their throws get in the long run.
- 3.** Please try to pitch as many players as you can. As it will improve the quality of pitchers in the league and give all kids experience and confidence. The Win loss record will not have any effect on playoff seeding so please try to pitch all kids at least once.
- 4.** Pitch counts. Please abide by little league international guidelines on pitch count.  
League Age 9-10 - 75 pitches per day League Age 7-8 50 pitches per day. Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age 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 put out; 3. The third out is made to complete the half-inning. **A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**
- 5.** Please try to teach the proper way of throwing. With a proper over hand throw, it will put less strain on the pitcher's arm.
- 6.** Under current safety guides when an adult is warming up a pitcher a mask must be worn if they are in a squatting position, when playing "catch" a coach can warm up a pitcher. Kids must wear full catching gear while warm up a pitcher.
- 7. Please try to avoid over using the same pitcher. The more pitchers you develop the better for play offs and for the league.**
- 8. The strike zone is from the top of the letters to the bottom of the knees (Big Strike Zones).**
- 9.** Once a pitcher walks 3 batters in a row the Offensive Coach (or assigned coach) will come in to pitch (coach should be ready to take the field). Strikes on the batter will not roll over when the coach enters, a fresh count is given to the batter. The batter will either strike out or put the ball in play no walks while the coach is pitching. Again, no walks allowed player must swing if they don't swing at a strike the strike will be called. If the coach has stepped into to pitch the batter after the three walks The pitcher should be standing to the side of the mound in a ready position to play defense while coach pitches. Coach will finish off the inning after the 3 walks or 2 hit by pitches.
- 10.** Coach pitching – Offensive coach (Hitting Coach) should pitch to batters.
- 12.** Pitchers league age 14 and under must adhere to the following rest requirements: 66 or more pitches in a day (4) calendar days of rest, 51-66 pitches in a day (3) calendar days of rest, 36-50 pitches in a day (2) calendar days of rest, 21-35 pitches in a day (1) calendar day of rest, 1-20 pitches in a day, no rest is required.
- 13.** If a batter is hit by the same pitcher twice in an inning the pitcher must come out as a pitcher. The coach will take over and finish of the inning. A new pitcher will start the next inning, the previous pitcher is done pitching for the day.
- 14.** Ball is live unless the pitch was out of the circle. The catcher must get the ball back to the pitcher, if it is over thrown the base runner can take a base. No taking Home. This is considered an overthrow (1 base advance only). Once pitcher is on the rubber, base runners must return from the secondary lead.

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## Catching:

1. A catcher cannot catch more than two innings or pitch in a game where he has caught more than 40 pitches.
2. Catchers **must** wear a cup. All gear must be worn. If the player is lefty, please inform the league to see if we have any lefty catching gloves. This includes practices as well.
3. Please teach kids to set a good target and proper methods of blocking bad pitches.
4. Make sure catchers are at a safe distance from the batter's swing path. And don't reach for balls in that path, any interference from a catcher's glove will be an automatic base.
5. If a player brings their own equipment make sure it meets all safety features required listed on the safety report.
6. Blocking the plate is **not** allowed. The runners must avoid a collision at home plate and the catcher cannot be blocking the plate.
7. **Safety is the number one priority it takes preference over anything. Make sure your catchers are capable, confident and alert behind the plate at all times.**

## Fielding:

1. 8 players are the minimum to play a game. Borrowing of players is authorized. **No** players from another division can play for AA without prior approval.
2. You can have one fielding coach in the infield/outfield to call outs on the base paths and to make sure players are positioned safely, no corners in defense. Example; you will have your coach behind the mound ready to pitch as well as making calls as an umpire, you may also have the 2<sup>nd</sup> coach in the infield/outfield directing the kids and keeping them alert as well as acting as the second umpire. For safety reasons the first baseman and third baseman must be behind the pitcher always.
3. **Fielders cannot block any base from the runner.** The runner will be awarded the base if this happens.
4. Please rotate your infielders and out fielders on a regular basis. They all must play at least three innings of the game in the field and no more than two in one position. If a player doesn't play at least three innings, they will start the next game and play his three innings of the next game.
5. Please rotate players in all positions that way they get experience in all positions and can learn each position and their responsibilities. It will benefit the league and players if they are capable to handle any position. We are trying to avoid teams that keep players in the same spot all year it is a disservice to all kids that are participating. They are here to learn baseball and to play it. And the more players that enjoy it the more players that come back and the more competitive the league gets.
6. Based on Roster Sizes– teams can play with four outfielders. Ideally both teams would use same configuration so if one team is unable to field 10 in the field please reduce and follow the 9 on the field standard. However, a team does NOT need to reduce to a lower number if a team is only playing with 8 players.

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## **Batting:**

- 1. Please no on deck practice swings or bat handling until they are at the batter's box. Again, this is a safety issue. All bats must be placed in an on-deck area and away from the bench area – NO PRACTICE SWINGS AT ALL**
2. Strike zone will be from the top of letters on jersey to below knees. The reason for the big strike zone is to encourage batters to swing.
- 3. Bunting will be allowed to one attempt per inning. This is either one player's successful bunt or a recorded out. 3<sup>rd</sup> strike bunt resulting in a foul will be recorded as an out.**
4. Batting order is all players bat. You can replace a batter due to injury with the next batter in order with no penalty. All players bat.
5. Please teach the batters to load and step into their swings.
6. The batter needs remain in the batter's box during his at bat. A batter may not step out of the box. One foot must remain in batter's box at all time. (new 2017 little league international rule) a player who steps out of the box during an at bat will be warned of the new rule. Every time after that a strike will be recorded (even a third strike/ strike out can occur)
7. There will be no practice swinging allowed (safety for all players) all bats to remain in bag or on fence until batter goes up to the plate
8. Any batter that steps on the plate for a hit is out.
9. Please make sure the batter is positioned in a manner where his swing path does not affect the catcher.
- 10. No throwing the bat after the swing. Please, stress this in practice so it will not arise during a game.**  
In a game the batter will be warned, upon a 2<sup>nd</sup> offense the batter will be called out.
11. Any hit batter will have a choice to take his base or continue the at bat.
12. Please be consistent in strike calling and teach your kids not to argue balls and strikes, especially with the umpire.
13. Batting helmets will be used at all times.
14. Hitting should be the strength of the league and the more opportunities you give your batter's the better their approach will be. Teach them that no matter the outcome being aggressive at the plate will help them in the long run.
- 15. All bats must meet USA bat standards new for 2019.**

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## Base Running:

1. Helmets **must** be worn at all times when on the bases.
2. **No leads. Secondary leads are encouraged**. This is after the ball crosses the plate the runner may take a lead. Once the ball is returned to the pitcher on the rubber the runner must return to base. No stealing on a pass ball out of the circle.
3. Runners must stay on the run paths any runner outside of base paths is out unless fielders interfere.
4. Any runner that makes a baseball move to second can be tagged out.
5. Runners must avoid coalition at any base. Runners **must** avoid any collision at home plate on any close play.
6. Any runner that passes another runner on base paths is out.
7. Runners can advance 1 extra base on one overthrow or if the ball is in play (until it gets to pitcher) Once the ball is back in the infield runners must stop at the bases. Any runner that does not stop must return to previous base.
8. Any runner that interferes with a fielder is out.
9. Close plays go to the runner. So please don't argue in front of the kids and let them know beforehand so they know when it happens.
10. Substituting an injured base runner. Should be done with the last out only.
11. 2 Steals Events per inning. No advancement on an overthrow from the catcher or a pass ball. This is for the catchers to get confidence in throwing out runners we don't want them to be afraid of throwing to second or third so let them know no matter what they should throw. For instance, if there is a runner on 1<sup>st</sup> and 2<sup>nd</sup> – a double steal event is 1 steal instance.
12. There will be no steals of home.
13. Ball must be caught or in front of the catcher to steal (No passed ball steals). Meaning if the ball is directly in front of the catcher where he can pick it up and throw – the runner can attempt to steal. General rule of thumb is with in the dirt in the circle near the catcher, not a ball going to the back stop.
14. We want to encourage good throws between the catcher and pitcher. Please teach your catcher and pitchers to work closer to get the throws back to the mound. Should the catcher miss the throwback to the pitcher this is consider a live ball and the runner may advance one base, **NO HOME**. If the pitch was considered a passed ball (not in the circle) the play is dead, and no runners can advance and should return to their base.

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## **Behavior:**

1. Coaches please stress to the players that they are expected to represent Enfield Little League, their team and family when on and off the field.
  - a. League, their team and family when on and off the field.
2. Coaches should use their discretion when deciding to warn the player and/or team after an offense. You will know these kids the best. Do not single out a kid, make sure they understand what behavior is not acceptable.
3. Players throwing helmets or other equipment in an aggressive/violent manner should be benched (duration is up to the coach based off the situation)
4. Players cursing at umpires, managers, or coaches are to be benched for the remainder of the game. Recurring violations will result in a one game suspension, effective immediately
5. Players should keep their hands to themselves, no rough playing. Friends or not, remind them to keep their hands to themselves. If it's a true altercation, bullying the player will be removed from the game and the director must be notified.
6. Parents and spectators are to stay away from the backstop area.
7. Parents and spectators heckling umpires or the opponent will be asked to leave after the first warning. Refusal to leave the area after this warning may result in the forfeiture of the game.
8. Altercations between managers will be reported to the League Director.
9. Managers berating umpires or the opponent will be suspended for one game after first warning.

## **Rain Outs:**

Games are called due to rain based on the following:

**Rain before 3:30 PM** – The town determines if the fields are playable. Please call 253-5166 and listen to the recorded message. The decision of the town is final based on insurance. **When the town closes a field, it is closed for the day and may not be used for any reason.** **Rain after 3:30 PM** – The decision is up to the team managers and the umpires, with the umpires having the final say. Remember that safety is the prime concern when making the decision. If the town chooses not to decide on the status of the fields, managers should instruct their players to arrive as scheduled, at which time a decision will be made.

**Due to insurance regulations and our strong relationship with the town, no manager, parent or player is allowed to rake or groom the field, at any time.**