

# **2008 Five-Rivers Baseball/Softball Handbook**

## **STATEMENT OF PURPOSE**

The Five Rivers League promotes youth baseball/softball for children ages 3 through 16 in the participating counties. The program has two seasons; the regular season and the season ending single elimination tournament to be played the last week of June. With Middle School students participating in some High School programs, the regular season may have to be adjusted and the season ending tournament pushed back. This will be decided based on the length of the High School Season. These tournaments will be rotated between the counties that have teams in that league as long as the location has the facilities to host the tournament. Beginning with the 2007 season a set rotation of tournament sites will be established.

The regular season is to be viewed as a recreational as well as an instructional program, thus every child who registers will be afforded the opportunity to participate in every game. We are able to guarantee this because of rules such as, consecutive batting and requiring all players to play on defense for every league.

## **ORGANIZATION STRUCTURE OF THE BOARD OF DIRECTORS**

1. Membership on the Board
  - a. Each county or individual league shall select two individuals to represent their league on the Five Rivers Board of Directors.
  - b. Other individuals from each local league may attend meetings and be part of discussions, but only the two designated individuals from each program will be allowed to vote on matters.
2. The Officers of the Board elected by the entire board
  - a. President – who will preside over all meetings
  - b. Vice President – who will assist the president and preside over meetings when president not at the meeting.
  - c. Secretary/Treasurer – take minutes and keep the records of the club. Minutes should be emailed within a week of the meeting.
  - d. Two officers from one county will not be permitted
3. Duties of the Board of Directors.
  - a. Establishing the rules of league for each age group.
  - b. Establish a master schedule on or before the first week of April.
  - c. Schedule the single elimination tournament based on an alphabetical rotation agreed upon at the start of the 2007 season. A county must have at least one team participating in the specific division for the entire year to be eligible to host that tournament at the end of the season.
  - d. Deal with complaints and protests that cannot be handled between the two teams or two leagues involved.
  - e. An official protest of a game must be presented in writing to a Director within 24-hours of the game.
  - f. The board will deal with discipline issues that are brought to their attention if requested by a specific program. The board will intervene in a repeat offender if a written complaint is filed.
4. Meetings, Election and Terms

- a. The board should convene no latter than February 14<sup>th</sup> of each year.
- b. At the first meeting of the year, the board members will provide their name, address, phone, cell phone, work phone and email address.
- c. The election of officers will take place at the first meeting of the year.
- d. A review of the previous year and the discussion of any new rules that may be required will be presented.
- e. If the rules cannot be approved, a rules meeting will be called within the next 10 days to establish the rules for the upcoming year.
- f. A scheduling meeting will take place no latter than the first day of April.
- g. If an officer resigns during the year, the board will select a new officer at a meeting or email ballot.
- h. There is no term on a board member because that person is selected by the individual league. However, if a board member failed to come to three successive Board Meetings without just cause, the President of the Board will inform the specific league and request that another person fill the spot.
- i. PROXY: A Board Member may send a person in his/her place by signing a proxy statement.
- j. QUARUM: A minimum of one person from each county must be present for the purpose of electing officers, changing rules or modifying the Bylaws of he organization.

## **CODE OF CONDUCT**

### **General**

All players, coaches, parents, fans, league officials and anyone else who participates in youth sports must conduct themselves in a proper manner. In an age when “Sports Violence” is on the rise, the Five-Rivers League Board of Directors will not tolerate bad behavior.

To that end, everyone should keep this in perspective: it is a game played by young people who are having fun. It is only when adults stop making it fun, that the youth stop having fun. Therefore, we should strive to come to the ball field each night to let the “KIDS” have fun. In so doing, keep what is going on in perspective, it is only a game played on a field; cheer for your team, encourage your players.

Remember why we came to the park in the first place, the kids want to have fun.

### **Coaches**

1. Coaches will be selected and approved by each local Board of Directors.
2. As a coach, you are expected to maintain a high moral character on and off the field.
3. Your job as a coach is very important for two reasons:
  - a. You are a role model to the children you coach.
  - b. You are responsible to teach basic skills related to the sport.
4. Specific responsibilities of the coach when coaching.
  - a. League Rules, whenever a coach, (this would include anyone assisting in any type of practice) is in the presence of the children during practice, before or during the game, NO TOBACCO products are to be used. NOTE: any coach who violates this rule will e ejected from a game and suspended for one additional game. A second offense will require a formal hearing with the Board of Directors of The Five Rivers League before reinstatement.

- b. Coaches have the responsibility of setting the example for good sportsmanship to both fans and players. Many times it is the coach arguing a call by an umpire or even losing his/her temper with the team's performance that causes the fans to become unruly.
- c. Coaches must not have a "win at all cost" attitude. Sports Psychologists state this is the number one reason why youth are dropping out of sports at an alarming rate. These reports say if we stress the fundamentals of the sport and having fun, winning takes care of itself. Coaches also need to teach the team how to lose properly; there is an old saying, you lose more in life than you win.
- d. Coaches are responsible to control their team during the game to insure proper behavior in the dugout. Team members should remain in the dugout during the game, only leaving with permission.
- e. Coaches should remain in the dugout or by the entrance when their team is on defense.
- f. Coaches will not argue a judgment call and should call time and discuss a ruling call they disagree with in a professional manner.
- g. Any coach or volunteer associated with the team who is ejected from a game must be evaluated and reinstated by the local board of the participating county. The umpire shall report the ejection to the board of directors of the 5-Rivers League.

## Players

1. All players are expected to conduct themselves in a proper manner from the time they enter the park to the time they leave the park.
2. The Five Rivers League strictly prohibits unsportsmanlike conduct. This includes, but is not limited to:
  - a. Fighting before, during, or after a game.
  - b. The use of profanity, especially when directed toward another person.
  - c. Malicious Contact: the intentional running into (initiating contact with) another player. NOTE: a slide can be ruled malicious contact.
  - d. Taunting, trash talk, verbal abuse, sexual harassment (minor).
3. While players can talk to players on the other team during games, they shall not do so to distract them. Players in the dugout or on the field shall not yell to distract a batter, pitcher or fielder. The simple rule is: Cheer for your own team. If, in the umpire's judgment, a team is doing something to distract another player/team, the umpire can order the player/dugout to be silent.
4. Sliding Rules
  - a. Head first slides are prohibited. If a player slides head first, the umpire shall issue a warning to both coaches. On all other head first slides, the player will be called out. This is a dead ball foul; runners can advance to the base they were forced to go to at the time of the infraction. NOTE: this rule only applies to intentional head first slide.
  - b. With the exception of first base, a player must slide if the defensive player has the ball and is at the base. If the player fails to slide, said player will be called out. The play remains live, as this will be considered a "tag play".
    - i. If the player, including the catcher is standing on the base without the ball the offensive player does NOT have to slide.
    - ii. This is obstruction. If the catcher is blocking the plate or in the base path without the ball, the runner coming home is automatically safe even if they do not touch the plate.
  - c. Malicious contact shall be the call on any play where a player uses intentional excessive force on an opposing player. If, in the umpire's opinion, contact was malicious the offending player

shall be ejected from the game. If the offensive player is the violator, that player will be called out and ejected from the game. This is a judgment call, and should only be called if the umpire is sure that it was intentional.

5. Interference on a play at the plate.
  - a. If the batter makes not attempt to vacate the batters box AND interferes with the play, the runner is out with less than two out; if there are two outs, the batter is out.
  - b. If the batter makes an attempt to vacate the batters box there is no interference unless it is judged intentional.
  - c. If the “on deck” or previous runner stays at home plate and interferes with the play, the runner is out with less than two out; if there are two outs, the batter is out.
6. Playing Time for every league:
  - a. Every player present will be in the batting order if a player comes late, they shall be put last in the order.
  - b. A player must play defense at least every other inning to be eligible to play offense. If a player refuses to play defense, the coach must immediately report the situation to the umpire. Without embarrassing the player, the coach and umpire should attempt to talk with parent/guardian to entice the player to play defense. However if this fails, the child will not be allowed to participate in that game and the incident shall be reported to the Directors for review.

### **Disciplinary Statement**

The Five Rivers League Board of Directors will take the necessary steps to preserve the integrity of the organization. Participation in the organization is privilege that comes with responsibilities. Furthermore, the Directors reserve the right to suspend anyone, parent, coach, player, or spectator who does not act responsibly in their participation in the Five Rivers League. Each program participating in the Five Rivers League is encouraged to have parents, coaches and umpires sign a code of conduct.

### **LEAGUES**

#### **Team Composition**

1. Each team should be drawn from a pool of open registration and should not be a “stacked or traveling team” that had tryouts and cuts. (this is a recreational league)
2. Each coach is required to submit a roster of every player on his team by April 15<sup>th</sup> or before the start of the first game to the Five Rivers League Board of Directors. This roster should the following items. Full name of player, Uniform #, full address of the player, date of birth, phone number(s).
3. Once the roster is turned into the Board, any new player must be added to the roster before he/she is allowed to play in their first game.
4. Each county precipitating in the Five River League should be using players from their county. If a player from a county participating in the Five Rivers League wants to play on a team from another county participating in the league, the following steps must be taken:
  - a. First, the two counties involved in the request must approve the request.
  - b. Second, the board of directors of the Five-River League must approve all such requests.
  - c. The geographical boundaries do not restrict using players from other counties not participating the Five-River League.

5. The Age Grouping of each division participating the Five-Rivers League.

<b>BASEBALL</b>		<b>SOFTBALL</b>	
<i>If child is the next age on or before August 1<sup>st</sup> they must play in appropriate league</i>		<i>If child is the next age on or before January 1<sup>st</sup> they must play in appropriate league</i>	
<b>ROOKIE</b>	<b>7 – 8 YEARS OLD</b>	<b>MINOR</b>	<b>7 – 9 YEAR OLD</b>
<b>MINOR</b>	<b>9 – 10 YEARS OLD</b>	<b>MAJOR</b>	<b>10 – 12 YEAR OLD</b>
<b>MAJOR</b>	<b>11 – 12 YEAR OLD</b>	<b>SENIOR</b>	<b>13 – 17 YEAR OLD</b>
<b>PONY</b>	<b>13 – 14</b>		
<b>COLT</b>	<b>High School age</b>		

## **GENERAL RULES (All Programs)**

### **REGISTRATION**

1. The Five Rivers League Registrations should be held in late February and/or early March for Rookie, Minor and Major Leagues. Note: those participating in Senior Baseball and Softball will register at a later date
2. Registration dates will be up to each city/county participating in the league. Everyone should hold registration to be able to set the master schedule no later than the first week of April.
3. To be eligible to participate in the summer program, a player must submit a completed application, have parental or legal guardian permission and live in the geographical area of your community.
4. Anyone registering for the first time will be required to turn in a copy of their birth certificate, or another acceptable document, to be kept on file by the Club Secretary.

### **TEAM EQUIPMENT USE**

1. Coaches are responsible to take care of the equipment provided by the individual programs.
2. Prior to every practice and game, all equipment should be inspected to insure it is in working order and that it is not broken.
  - a. Particular attention should be paid to the catcher's equipment, batting helmets and bats.
  - b. All catchers' masks should have the throat protector built into the mask or attached to the mask.
3. Players shall be allowed to use their own batting helmet as long as the helmet meets the standard set by the industry. The Five Rivers League reserves the right to prohibit the use of any batting helmet that has writing on it, other than the player's name or uniform number. A player shall wear their batting helmet at all times while the ball is in play. All players, bat-boys/girls, etc, other than defensive players, shall have a helmet on when outside the dugout. This includes, but is not limited to on-deck batters, players who serve as a base coach or a player who is protecting a pitcher warming up in foul territory. After every practice and game, all equipment is to be stored in the place designated by the Directors. Coaches should always double check to insure that all equipment is accounted for and that all doors are locked before leaving the park area after practice or a game.
4. The Directors will periodically check the equipment during the season to insure safety.
5. The umpire should review the equipment before the start of a game to insure that it is safe. However, the responsibility resides in the coach to make sure that players are properly equipped and that equipment is safe.
6. If an umpire notices a player not properly equipped, play should be stopped and the player given proper equipment. If improper equipment is discovered by the umpire, it should be removed from the game with penalties assessed if necessary per rule.
7. NO "big barrel bats" (barrel more than 2 1/4") will be allowed in any league, 12 and under. The umpire should inspect the bats and remove any large barrel bats. If a bat is defective, the umpire should remove it from the game.
8. Baseballs and Softballs will be provided by each county for their home games. The visiting teams do not have to bring game balls. Any ball hit over the fence in fair territory shall be given to the player who hit the home run.

## UNIFORMS

1. The Five Rivers League teams should be dressed with a team Shirt, Cap and Pants for all players.
2. All players should wear their shirt and cap for every game.
3. A catcher must be in full gear; mask with chin protector, chest protector, shin guards, protective cup, etc. whenever they are warming up the pitcher. Umpires shall strictly enforce this rule

## FIELD PREPARATION

1. It is the responsibility of the home team to have the field lined and ready to play at least 20 minutes prior to the start of the first game
2. This includes, but not limited to having the bases set at the proper distance, field lined to the grass of the outfield and batters boxes set.
3. If needed, the field should be drug and free from any dangerous material.
4. Unless there is a reason why the field could not be made playable, if the field is NOT ready game time the scheduled start time, the home team will be required to forfeit the game.

## STARTING OF A GAME & TIME LIMIT (*Time Limit defined – see #5 page 6 of 16*)

1. Unless delayed by weather, the first game of the day will start at the time designated by schedule.
2. In case of bad weather, a designee(s) of the home county where the game(s) are scheduled to be played will make a decision on what fields are playable before 4 PM Monday – Friday and 11 AM on Saturday.
  - a. The home coach is responsible to contact the visiting team by 4 pm to let them know if the game is cancelled.
  - b. All attempts should be made to play a game. However, the integrity of the field should be considered.
  - c. A rain out will be scheduled for the next Saturday starting at 10 AM
  - d. If that date is not possible, the two coaches should workout the makeup date.
3. Anytime two games that are scheduled back to back, the second game will be scheduled to start fifteen (15) minutes after the scheduled ending time of the first game.
4. If the first game ends early and both teams and the umpires agree, the second game can be started sooner. If anyone objects or if a team cannot start because they do not have all their players, no action can be taken until the scheduled starting time.
5. All games with a meeting of the two coaches and umpire. A stop watch or other effective timing device will be used to insure accurate time. The umpire shall announce the starting time of the game so that the two team's scorekeeper can record the starting time. ALL Games will have a one hour and thirty minute time limit (1:30 HR). **If the third out in the bottom of an inning is recorded and the time limit has NOT expired, the next inning is started.** If there is a disagreement about the time limit, the two coaches, umpire-in-chief and the scorekeepers shall review the time. After any review the umpire-in-chief shall have the final say on the time limit.
6. All games that end in a tie during the month of May will be scored as a tie. Games that are tied in the month of June will be played until there is a winner. Regulation games that are rained out or called due to mechanical failure will count in the standing. If this happens and the score is tied, the game will be ruled a tie game in the month of June.

7. Rain out games should be scheduled on the following Saturday or as soon as possible after the rain out, if possible. Any game not rescheduled before the end of the season will be cancelled and called a tie in determining the league standings for the season ending tournament.
8. A fifty (\$50.00) dollar fine will be assessed on any team that does not show up to play a scheduled game.

## **SPECIAL RULES – INDIVIDUAL LEAGUES**

### **INTRODUCTION**

NOTE: The Official Rules of Baseball as modified by this handbook will be used for rookie through major league baseball. The older divisions (13 and above) will use the official rules adopted by the Kentucky High School Athletic Association (KHSAA).

Softball will use the Official KHSAA rules as modified by this handbook

The following are special league rules that either further clarifies the above or are modifications made by the Directors for the operation of the Five Rivers League.

### **USE OF A PLAYER FROM ANOTHER LEAGUE**

The following are the guidelines to be used when a team is going to be short of roster players and will need another player to be eligible to play a game. This should never be used as an attempt to gain an advantage over another team by trying to use a stronger player from another league.

1. Prior to “playing up”, the coach must receive permission from the parents or guardian of the child.
2. Only two (2) players can “play up” per game. If a team is more than two players short, the game will not be played; it will be a forfeit. All attempts are to be made to play the game. The league commissioner can take special circumstances into consideration. This should be brought to his/her attention prior to the scheduled start of the game.
3. The player used **MUST** be from the league immediately below the league they will be playing in. For example, a Rookie League player can play in the Minor League, but **NOT** in the Major League.
4. A player can play only in one game per day in a league where he/she is not registered.
5. A player can play for different teams on *different* nights.
6. If a player is asked to play for two different teams the same night, it is the parents’ decision for which team the child will play. If there is uncertainty or if the dispute continues, the child can be ruled ineligible by the Commissioner or the President for that evening.
7. A player can only play if there are **NOT** enough roster players available. That is 9 players, 10 for Rookie League.
8. If a player is “brought up” to play due to a shortage and a “roster” player comes late, the roster player shall alternate innings with the player brought up to be fair to both individuals.
9. The player “brought up” must always be placed last in the batting order (and play in the outfield).
10. Players who do not attend the designated practice the week of the game are subject to be alternated with the brought up player. Coaches have the latitude to call up a player based on practice absences of a team player to ensure he has the number of players required. This rule is only in effect for absences that were not scheduled with the coach. This does not allow the coach to call up a player because of an absence at an unscheduled last minute practice (less than week 2 day notice) or to call up a player for an absence pre-arranged by the parent.
11. If the Board of Directors believes a team is abusing this rule, they can prohibit that team from using the rule for the remainder of the season.

## SPECIAL RULES FOR THE ROOKIE, MINOR & MAJOR BASEBALL

### ROOKIE LEAGUE BASEBALL

1. Each league game will be six (6) innings with a one hour and 30 minute time limit. No inning will start after the time limit has expired. Umpires will keep official times.
2. There will be an eight (8) run limit per inning. When the eighth run is scored during a play, the play will continue until completion. However, only eight runs an inning will count. If a team is mathematically eliminated, the game ends regardless of the inning or the time limit.
3. The minimum number of players required to start the game is 9. If, due to registration or attrition during the season, the Directors may implement the policy of allowing a team to start and play with only 8 players. In all such cases, a 9<sup>th</sup> spot will be placed in the batting order and an automatic out will be recorded each time the 9<sup>th</sup> spot comes up. This same policy is in effect for a team that starts the game with just 9 players and has an injury to one player. That team can finish the game with 8 players but an out will be recorded whenever the injured player was to bat.
4. The defensive team will be allowed to field a maximum of 10 players with 4 playing in the outfield.
  - a. Each outfielder must be positioned at least 10' behind the imaginary line connecting the bases at the start of every play.
  - b. All in-fielders shall be in fair territory in normal positions, with the exception of the catcher who shall be positioned behind home plate, even if a team only has 8 players left on their roster.
  - c. The pitcher must be behind the line near the pitching machine but must not be in front of the machine before and during the pitch.
  - d. All players in the batting order will play defense during the game. If the team has more than 10 players, there will be a rotation of players every inning.
  - e. Free substitution will be allowed on defense. This will be done between plays in such a manner not to slow down play.
  - f. All catchers are required to wear a protective cup. Umpires will ask each head coach prior to the start of the game if all players are properly equipped.
5. Each batter is given 5 pitches to hit the ball. If on the 5<sup>th</sup> pitch, the batter fouls the ball, the batter will continue to bat until he/she strikes out or hits the ball fair.
6. No bunting is allowed. If a batter tries to bunt, it shall be declared a foul ball. If it is on the third strike or the 5<sup>th</sup> pitch, the batter shall be declared out.
7. Runners advance:
  - a. Runners can advance during a live ball.
  - b. An umpire shall not award time out to a player or coach if the ball is stall live and there is a play in progress. However, an umpire shall call time out to prevent a delay of the game caused by an offensive and defensive player chasing each other, if in the umpire's judgment all reasonable play has stopped.**
  - c. In the case of an overthrow that goes out of play, the ball is dead and all runners advance one base.
  - d. Runners are NOT allowed to STEAL bases.
8. Each team's coaches will be allowed to request one time out per inning to talk with their team. During a time out requested by one coach, the other coach may talk with their team without penalty.
9. Infield fly rule is not in effect.
10. Special rules governing the pitching machine:
  - a. It shall be placed 40' from home plate.
  - b. It shall be set at 35 mph or 50% of maximum.

- c. If a batted ball hits the machine, it is a dead ball; the batter is awarded first base and runners cannot advance unless forced. NOTE: The electrical cord plug and coach are NOT part of the machine and are to be considered part of the playing field. Thus the ball is live if it hits either.
  - d. If a thrown ball stops under the pitching machine, the umpire shall immediately call time. Base running rules shall be applied; with runners advancing or being sent back depending on where they were when time was called. *The reason for this rule is to prevent a child from getting injured by the machine.*
  - e. The pitcher assuming the pitching position must be behind the pitching line and pitching machine at the time of the pitch.
  - f. A coach from the team on offense will feed the machine. The coach feeding the machine must get out of the way of the play. To do so, the coach should move to the opposite side of the machine from where the ball was hit and kneel down. If a coach fails to get out of the way of a thrown ball, the umpire shall call the batter/runner out and send all runners back to the base they occupied at the time of the pitch. If the play was being made on another base runner, the umpire has the authority to call that runner out. The umpire will eject any coach who intentionally interferes with a batted or thrown ball. This action will be in addition to the above.
  - g. If a coach intentionally interferes with a batted ball, the batter/runner will be declared out and all runners will return to the base occupied at the time of the pitch and the umpire will eject the coach committing the violation.
  - h. The Pitching Machine will be set every half inning, by the offensive coach before play starts. ***Only the Umpire-In-Chief can call for adjustment in the inning.***
  - i. Bases will be 60'.
11. Any coach on the field should wear the team shirt and cap.
  12. The team shall receive a warning for any player who throws a bat or any other equipment. The second time this happens in a game, the team shall automatically be given an out. If this happens while the team is on defense, the team will be given an out the next time they come to bat. This rule does not preclude an umpire from ejecting a player or coach for unsportsmanlike conduct if the situation warrants.
  13. The home team shall occupy the third base dugout and the visiting team shall occupy the first base dugout.
  14. The defensive team shall not have any coaches on the field.

## MINOR LEAGUE BASEBALL

1. Each league game will be six (6) innings with a one hour and 30 minute time limit. No inning will start after the time limit has expired.
2. There will be an eight (8) run limit per inning. When the eighth run is scored during a play, the play will continue until completion. However, only eight runs an inning will count. If a team is mathematically eliminated, the game ends regardless of the inning or the time limit.
3. The minimum number of players required to start the game is 9. If due to registration or attrition during the season, the Directors may implement the policy of allowing a team to start and play with only 8 players. In all such cases, the 9<sup>th</sup> spot will be placed in the batting order and an automatic out will be recorded each time the 9<sup>th</sup> spot comes up. This same policy is in effect for a team that starts the game with just 9 players and has an injury to one player. That team can finish the game with just 8 players but an out will be recorded whenever the injured player was to bat.
4. An umpire shall not award time out to a player or coach if the ball is still live and there is a play in progress. However, an umpire shall call time out to prevent a delay of the game caused by an offensive and defensive player chasing each other, if in the umpire's judgment all reasonable play has stopped.
5. Special Pitching Rules (pitching machine will NOT be used).
  - a. Pitcher will pitch from a distance of 46' during league play.
  - b. A pitcher shall not pitch more than three innings per game.
  - c. A pitcher shall not pitch more than 9 innings per week.
6. Stealing is allowed once the ball crosses the plate (no lead offs). A base runner that leaves the base prior to the pitched ball passing over home plate must return to the base occupied at the time of the pitch unless put out on the play. This is a "delayed dead ball foul"; once the play is over the umpire shall require all runners to the base occupied at the time of the pitch. The only way a runner can advance is by force. If a runner leaves too soon with bases loaded and there is an infield hit, with the batter/runner stopping at first base, the runner who occupied third base at the time of the pitch is removed and run does not count. (Per Babe Ruth - Cal Ripkin Rule).
7. Bases will be 60'.
8. All catchers are required to wear a protective cup. Umpires will ask each head coach prior to the start of the game if all players are properly equipped.
9. Minor Leagues will play with 9 players.
10. Each coach will be provided with enough 9" baseballs to use one ball per game. Each coach will use their own ball on offense each inning.
11. Infield Fly Rule is in effect.
12. Batters **cannot** advance on drop third strike; the ball is live and runners can advance and must be tagged; this is not a force play.
13. Bunting is allowed.

## MAJOR LEAGUE BASEBALL

1. Each league game will be six (6) innings with a one hour and 30 minute time limit. No inning will start after the time limit has expired.
2. There will be an eight (8) run limit per inning. When the eighth run is scored during a play, the play will continue until completion. However, only eight runs an inning will count. If a team is mathematically eliminated, the game ends regardless of the inning or the time limit.
3. The minimum number of players required to start the game is 9. If due to registration or attrition during the season, the Directors may implement the policy of allowing a team to start and play with only 8 players. In all such cases, the 9<sup>th</sup> spot will be placed in the batting order and an automatic out will be recorded each time the 9<sup>th</sup> spot comes up. This same policy is in effect for a team that starts the game with just 9 players and has an injury to one player. That team can finish the game with just 8 players but an out will be recorded whenever the injured player was to bat.
4. Stealing is allowed once the ball reaches home plate (no leading off base). If a base runner leaves before the ball reaches the plate, the umpire shall signal delayed dead ball foul. The play will continue and at the end, all runners shall return to the based they were at the time of the pitch. If the batter hits the ball, the runners shall return to the based they would have been forced to because of the hit. If an out is made on any runner, the out will stand.
5. Modified Babe Ruth tournament pitching rules will be used to determine how many innings a player can pitch. The following is a summary:
  - a. Pitcher will pitch from a distance of 46' during league play.
  - b. A pitcher shall not pitch more than three innings per game.
  - c. A pitcher shall not pitch more than 9 innings per week.
  - d. Reentry rules for a starting pitcher will be enforced according to Babe Ruth baseball rules.
  - e. No balks will be called.
6. All catchers are required to wear a protective cup. Umpires will ask each head coach prior to the start of the game if all players are properly equipped.
7. Infield fly rule is in effect.
8. Batters cannot advance on a dropped third strike; batter is out and the ball remains live.
9. Bases are to be set at 60'.
10. Major Leagues will play with 9 players.
11. Bunting is allowed.

## SPECIAL RULES FOR THE MINOR & MAJOR SOFTBALL

### MINOR LEAGUE SOFTBALL

1. Each league game will be six (6) innings with a one hour and 30 minute time limit. No inning will start after the time limit has expired. Umpires will keep official times.
2. The home team will provide the 11” Optic Yellow softballs for the game.
3. There will be an eight (8) run limit per inning. When the eighth run is scored during a play, the play will continue until completion. However, only eight runs an inning will count. If a team is mathematically eliminated, the game ends regardless of the inning or the time limit.
4. The minimum number of players required to start the game is 9. If, due to registration or attrition during the season, the Directors may implement the policy of allowing a team to start and play with only 8 players. In all such cases, a 9<sup>th</sup> spot will be placed in the batting order and an automatic out will be recorded each time the 9<sup>th</sup> spot comes up. This same policy is in effect for a team that starts the game with 9 players and has an injury to one player. That team can finish the game with 8 players but an out will be recorded whenever the injured player was to bat.
5. The defensive team will be allowed to field a maximum of 10 players with 4 playing in the outfield.
  - a. Each outfielder must be positioned at least 10’ behind the imaginary line connecting the bases at the start of every play.
  - b. All infielders shall be in fair territory in normal positions with the exception of the catcher who shall be positioned behind home plate even if a team only has 8 players left on their roster.
  - c. The pitcher must be behind the line near the pitching machine but must not be in front of the machine before and during the pitch.
  - d. All players in the batting order will play defense during the game. If the team has more than 10 players, there will be a rotation of players every inning.
  - e. Free substitution will be allowed on defense. This will be done between plays in such a manner not to slow down play.
6. Each batter is given 5 pitches to hit the ball. If on the 5<sup>th</sup> pitch the batter fouls the ball, the batter will continue to bat until he/she strikes out or hits the ball fair.
7. No bunting is allowed. If a batter tries to bunt, it shall be declared a foul ball. If it is on the third strike or the 5<sup>th</sup> pitch, the batter shall be declared out.
8. Runners advance:
9. Runners advance:
  - a. Runners can advance during a live ball. **An umpire shall not award time out to a player or coach if the ball is still live and there is a play in progress. However, an umpire shall call time out to prevent a delay of the game caused by an offensive and defensive player chasing each other, if in the umpire’s judgment all reasonable play has stopped.**
  - b. In the case of an overthrow that goes out of play, the ball is dead and all runners advance one base.
10. Runners are NOT allowed to STEAL bases
11. Each team’s coaches will be allowed to request one time out per inning to talk with their team. During a time out requested by one coach, the other coach may talk with their team without penalty.
12. Infield fly rule is not in effect.

13. Special rules governing the pitching machine.
- a. It shall be placed 35' from home plate.
  - b. It shall be set at 35 MPH (calibration of machines will be required).
  - c. If a batted ball hits the machine, it is a dead ball; the batter is awarded first base and runners cannot advance unless forced. NOTE: The electrical cord plug and coach are NOT part of the machine and are to be considered part of the playing field. Thus the ball is live if it hits either.
  - d. If a thrown ball stops under the pitching machine, the umpire shall immediately call time. Base running rules shall be applied, with runners advancing or being sent back depending on where they were when time was called. *The reason for this rule is to prevent a child from getting injured by the machine.*
  - e. The player assuming the pitching position must be behind the pitching line and pitching machine at the time of each pitch.
  - f. A coach from the team on offense will feed the machine. The coach feeding the machine must get out of the way of the play. To do so, the coach should move to the opposite side of the machine where the ball was hit and kneel down. If a coach fails to get out of the way of a *thrown ball*, the umpire shall call the batter/runner out and send all runners back to the base they occupied at the time of the pitch. If the play was being made on another base runner, the umpire has the authority to call that runner out. The umpire will eject any coach who intentionally interferes with a batted or thrown ball. This action will be in addition to the above.
  - g. If a coach intentionally interferes with a batted ball, the batter/runner will be declared out and all runners will return to the base occupied at the time of the pitch and the umpire will eject the coach committing the violation.
  - h. The Pitching Machine will be set every half inning, by the offensive coach before play starts. ***Only the Umpire-In-Chief can call for adjustment in the inning.***
  - i. Bases will be 60' with a *double base at first*.
14. Any coach on the field should wear the team shirt and cap.
15. The team shall receive a warning for any player who throws a bat or any other equipment. The second time this happens in a game, the team shall automatically be given an out. If this happens while the team is on defense, the team will be given an out the next time they come to bat. This rule does not preclude an umpire from ejecting a player or coach for unsportsmanlike conduct if the situation warrants.
16. The home team shall occupy the third base dugout and the visiting team shall occupy the first base dugout.

## MAJOR LEAGUE SOFTBALL

1. Each league game will be six (6) innings with a one hour and 30 minute time limit. No inning will start after the time limit has expired.
2. When teams tie after 6 innings, they may play one additional inning to break the tie. If it is still tied after one inning, the game will end in a tie. At a pre-determined time during the seasons (after school is out, games will be played until there is a winner).
3. There will be an eight (8) run limit per inning. When the eighth run is scored during a play, the play will continue until completion. However, only eight runs an inning will count. If a team is mathematically eliminated, the game ends regardless of the inning or the time limit.
4. The minimum number of players required to start the game is 9. If due to registration or attrition during the season, the Directors may implement the policy of allowing a team to start and play with only 8 players. In all such cases, the 9<sup>th</sup> spot will be placed in the batting order and an automatic out will be recorded each time the 9<sup>th</sup> spot comes up. This same policy is in effect for a team that starts the game with just 9 players and has an injury to one player. That team can finish the game with just 8 players but an out will be recorded whenever the injured player was to bat.
5. Stealing is allowed. Players may not lead off. A base runner that leaves the base prior to the ball reaching the plate shall be called out. This is a dead ball situation. The pitch does not count and no play can be made. Any other runners must return to the base they occupied at the time of the pitch. While this is a rule, the call is a judgment call of the umpire and cannot be challenged.
6. Pitching rules:
  - a. Pitcher will pitch from a distance of 40' during league play.
  - b. Pitchers will start their rotation according to the Kentucky High School Association Rules. One warning per inning will be given to pitcher once the rule is established by KHSAA.
7. Infield fly rule is in effect.
8. Batters cannot advance on a dropped third strike; batter is out and the ball remains live.
9. Bases are set at 60'.
10. Major Leagues will play with 9 players.
11. The home team will provide the 12" Optic Yellow softballs for the game.
12. Bunting is allowed.

## SEASON ENDING TOURNAMENT

1. The tournament will be seeded based on the season record with the same bracket system used for all tournaments.
2. The following is the point system for seeding the League Tournament, if there is a tie:
  - a. Head to Head competition
  - b. Record against other teams starting with 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> place, etc.
3. Each regular season ending tournament shall be played during the last week in June.
4. The regular season no later than June 23<sup>rd</sup>. Any game not played by this date, will not be made-up.
5. Each tournament will be “single elimination”.
6. Each tournament will use the same bracket and seeding established by the board of directors
7. NO team will play more than two games in a day. An exception the two-game limit will be allowed if rain outs push the tournament back. If it is necessary to play additional games in order to finish the tournament before July 1<sup>st</sup>, a team will be permitted to play an additional game with a minimum of a one hour rest between game two and three. Under NO circumstances will a team be required to play a fourth game in a day.
8. A Tournament rotation in alphabetical order was established prior to the start of the 2007 season. To be eligible to host a tournament, you county must have a team that played in the league and will participate in the tournament.
  - a. 2007 Crittenden County      Major Baseball, Minor Softball
  - b. 2007 Dawson Springs      Minor Baseball, Major Softball
  - c. 2007 Lyon County      Rookie Baseball, Rookie Softball
9. Any team that is scheduled to play in the Season Ending Tournament and drops after the brackets are set will have to pay the host county \$100.00.