



# KALL Local Ground Rules

The official rules of play for Katy American Little League (KALL) shall be found in the current edition of the “Official Regulations and Playing Rules of Little League Baseball” and shall be the primary source of all judgments with the general local rules as adopted by Katy American Little League following.

NOTE: Little League has placed a moratorium on the use of composite bats in the Little League Division (Intermediate) and all other divisions. Big barrel bats of any kind are NOT allowed in any division.

## **Start Time:**

See the online season schedule for the scheduled start time of each game. The OFFICIAL start time of the FIRST game each day shall be the scheduled start time for that game - NO EXCEPTIONS (unless weather related). The OFFICIAL start time for each subsequent game each day shall be the later of:

⇒The scheduled start time for that game or,

⇒Fifteen minutes (15) after the previous game ends or is called.

## **Game Time Limits:**

Regulation X (c) – is supplemented that no new inning shall start after the division game duration limit has elapsed from the OFFICIAL start time of the game which is kept and judged by the plate umpire. Any inning started before the duration limit or cutoff time will be completed, unless the home team is ahead.

<u>Division</u>	<u>Game Duration</u>	<u>No New Inning Limit</u>
TeeBall, Rookie 6	1:15 hr.	9:00pm
Rookie 7	1:15 hr.	9:30pm
Minor 8	1:30 hr.	9:30pm
Minor 9	1:35 hr.	9:45pm
Minors & Intermediate	1:45 hr.	9:45pm
Juniors	No Time Limit	9:45pm

Regulation X (a) – is modified that no game shall continue play after 10:00 PM (Katy Park closing time). Any game not completed by 10:00pm will be called or suspended at such time. A game that has completed 4 innings is considered to be a complete game.

Rule 4.10(e) Note (2) amended – (a TEN-RUN rule will be imposed after four (4) innings)

TEN-RUN RULE: if at the end of a regulation game one team has a lead of ten (10) or more the manager of the team with the least runs shall concede the victory to the opponent. NOTE: If the visiting team has a lead of ten (10) or more runs, *the home team must bat in their half of the inning.*



# KALL Local Ground Rules

## **Runs Limits per inning:**

T-Ball	Offense retired, each inning, only when all players on roster have batted. Batters and/or runners judged out by the umpires are removed from base.
Rookie 6, Rookie 7 & Minor 8	5 runs per inning, ONLY first 4 innings, 8 runs per inning after 4 innings
Minor 9	3 runs per inning, ONLY first 4 innings, 8 runs per inning after 4 innings
Minors - Seniors	5 runs per inning, ONLY first 4 innings, unlimited runs after 4 innings

## **Minimum Number of Players:**

### T-Ball, Rookie 6, Rookie 7, Minor 8

A team MAY start/ play an official game with less than nine (9) players but not less than eight (8) players.

### Minor 9, Minors, Intermediate, Juniors, Seniors

A team may NOT start/play an official game with less than nine (9) players.

## **Pitching Divisions:**

No Intentional Walks

Pitching Divisions will use the current Little League pitch count rules for their specific divisions.

## **Dead Ball:**

The umpire will declare a “dead ball” if the ball is obviously out-of-play and/or out-of-reach of players on the field or when players raise the arms above their head requesting a “dead ball” call. Balls that are stuck in backstop mats should not be declared a “dead ball” if a player can easily reach and retrieve the ball.



# KALL Local Ground Rules

## **Regulation Game:**

### T-Ball, Rookie 6, Rookie 7

Rule 4.10 (a) amended – regulation game consists of five (5) innings. A called game is a regulation game if three (3) innings have been completed.

### Minor 8, Minor 9, Minors, Intermediate, Juniors

A game is considered complete if four (4) innings have been completed.

Rule 4.10(e) Note (2) amended – (a TEN-RUN rule will be imposed after four (4) innings)

TEN-RUN RULE: if at the end of a regulation game one team has a lead of ten (10) or more the manager of the team with the least runs shall concede the victory to the opponent. NOTE: If the visiting team has a lead of ten (10) or more runs, *the home team must bat in their half of the inning.*

## **Suspended Game:**

If a game is called before it has become a regulation game OR if a game is tied after it has become a regulation game and is called due to the time limit, the game MAY be resumed at the date of the next game between the two teams or on a league specified "Tie Day(s)" at the end of or during the season. The manager should contact their Player Agent immediately following the game being called. It will be the responsibility of BOTH teams to notify the league of the called game and to provide and keep a record of all information from the official scorebook pertaining to the situation of the game at the time of suspension. For more information please see Rules 4.11 and 4.12

## **Batting Order:**

A continuous batting order will be used with all players present at the OFFICIAL start time. A tardy player shall be added to the bottom of the order and bat the next time that spot in the order comes up. A player who, due to injury or illness, cannot take his/her turn at bat may be passed WITHOUT penalty; however, that player may NOT reenter the game EITHER at bat or in the field. In the event a base runner cannot continue due to injury or illness, the batter or runner who made the LAST out shall be inserted to run for the injured runner. For all other "batting out of order" situations, see Rule 6.



# KALL Local Ground Rules

## **Mandatory Play:**

### T-Ball, Rookie 6, Rookie 7

Regulation IV (i) for mandatory play and Rule 3.03-3.08 for substitutions shall be amended to require each player to play defensively at least EVERY OTHER inning. There shall be free substitutions on defense. ALL players shall play at least ONE inning per game at an infield position, excluding the catcher's position.

### Minor 8, Minor 9, Minors, Intermediate, Juniors,

Regulation IV (i) for mandatory play and Rule 3.03-3.08 for substitutions shall be amended to require each player to play at least six (6) defensive outs within the first four (4) innings. There shall be free substitutions on defense (except the pitcher).

## **EXCEPTION:**

Any parent who does not desire that their child play an infield position as stated above, must notify, in writing, both the Manager of their child's team AND the Player Agent for the Division.

## **PENALTY:**

Any Manager who violates this rule will be required to play the affected player(s) the first two innings of the next game at an infield position, excluding the catcher's position. In tournament play, game will be forfeited.

## **Official Score:**

### T-Ball, Rookie 6, Rookie 7 ONLY

No official score is kept for Rookie 7, Rookie 6, and T-Ball divisions. All games end in a "0-0" score and no standings are kept.

*Rookie 7 ONLY:* The scoreboard and official scorebook will be utilized during the End of Season Tournament.

## **Infield Fly Rule:**

### T-Ball, Rookie 6, Rookie 7, Minor 8

The infield fly rule **SHALL NOT BE APPLIED** (refer to Rule 2.00 Definitions)

### Minor 9, Minors, Intermediate, Juniors

The infield fly rule **SHALL BE APPLIED** (refer to Rule 2.00 Definitions)



# KALL Local Ground Rules

## **“MUST SLIDE” Rule:**

Rule 7.08 (a) 3 reads "Any runner is out when the runner does not slide or does not attempt to get around a fielder who has the ball and is waiting to make the tag."

It shall be the umpire's judgment, not subject to appeal, whether the runner made an attempt to avoid direct contact in this situation. In the event the fielder does not have the ball or is not in the act of fielding the ball, the umpire may judge that an obstruction has occurred in which case the runner may be judged to be safe. In both instances, however, the runner may be ejected (not subject to appeal) by the umpire if in his/hers opinion the contact made by not sliding was both flagrant and intentional.

## **On Deck Batter:**

### **TeeBall through Minors Divisions:**

The batter "on deck" will remain within the dugout "on deck" area until it is his/her turn at bat. This is the **ONLY** player allowed in this area at that time. **NO PRACTICE SWINGS ARE ALLOWED** in this area. All other players will remain **BEHIND** the fence in the bench area.

### **Intermediate and Junior Divisions Only:**

The batter "on deck" is allowed to be on the "on deck" position on the field.

## **Managers and Coaches:**

### **T-Ball**

- There shall be **ONLY** 4 adults (17 years or older) for each team within the field of play (including the dugout) once the game is started. One coach shall be assigned the dugout responsibilities and shall remain within the dugout at all times during the game except to retrieve the batter's bat once a **DEAD** ball has been called. There are **NO** bat boys/girls allowed.
- Rule 4.05 (1) – First and third base coaches may both be adult coaches.
- A manager or coach from the offensive team shall serve as the pitcher-coach for their offensive team. The pitcher-coach may coach the batter but **ONLY** while the batter is in the batter's box. Once the batter has made contact with the ball **ONLY** the base coaches may coach the batter-runner. The pitcher-coach is **NOT** a base coach **NOR** may he/she physically assist the batter or batter-runner at any time. The pitcher-coach shall be responsible for putting the ball on the **TEE** for each batting opportunity.
- The pitcher-coach shall not interfere with any defensive play. Once the batter has put the ball into play, the pitcher-coach shall immediately remove the **TEE** from home plate and proceed directly to the fence behind home plate. The pitcher-coach shall remain there until a dead ball has been called. **ANY** interference with a defensive player or contact with a batted ball (whether intentional **OR** unintentional) by the pitcher-coach results in a dead ball with the batter being called out and any runners returning to their previous base.
- All defensive coaches will remain at and coach from the dugout. Exception: **ONE** defensive coach may position them self anywhere in the outfield for **VERBAL** instructional purposes only. They shall not speak to the offensive runners **NOR** may they physically assist any defensive player during play. **PENALTY:** Umpire shall declare a dead ball and advance all runners **TWO** bases.



# KALL Local Ground Rules

## Rookie 6

- There shall be ONLY 4 adults (17 years or older) for each team within the field of play (including the dugout) once the game is started. One coach shall be assigned the dugout responsibilities and shall remain within the dugout at all times during the game except to retrieve the batter's bat once a DEAD ball has been called. There are NO bat boys/girls allowed.
- Rule 4.05 (1) – First and third base coaches may both be adult coaches.
- A manager or coach from the offensive team shall serve as the pitcher for their team. They may pitch either over-or under-handed but they must have at least one foot within the pitching circle at the time of delivery of each pitch. The pitcher-coach may coach the batter ONLY while the pitcher-coach is within the pitching circle and the batter is in the batter's box. Once the batter has made contact with the ball ONLY the base coaches may coach the batter-runner. The pitcher-coach is NOT a base coach.
- The pitcher-coach shall not interfere with any defensive play. Once the batter has put the ball into play the pitcher-coach shall proceed directly to the fence along the first base line and remain there until a dead ball has been called. ANY interference with a defensive player or contact with a batted ball (whether intentional OR unintentional) by the pitcher-coach results in a DEAD ball with the batter being called out and any runners returning to their previous base.
- All defensive coaches will remain next to the dugout and coach from there. Exception: ONE defensive coach may be positioned anywhere in the outfield for VERBAL instructional purposes only. They shall not speak to the offensive runners NOR may they physically assist any defensive player during play. PENALTY: a dead ball shall be declared and all runners advance TWO (2) bases.
- One coach from the DEFENSIVE team will act as shagger. The shagger will stand at or near the fence behind home plate and retrieve ONLY pitched baseballs that go past the catcher. The shagger shall return the retrieved balls to the pitcher ONLY during a dead ball time period. The shagger will not COACH while serving this duty.

## Rookie 7, Minor 8

- There shall be ONLY 4 adults (17 years or older) for each team within the field of play (including the dugout) once the game is started. ONE coach shall be assigned the dugout responsibilities and shall remain within the dugout at all times during the game except to retrieve the batter's bat once a DEAD ball has been called. ONE coach shall be assigned responsibilities for operating the pitching machine during the team's at bat. **There is NO coaching from the adult coach feeding the machine.** NO bat boys/girls allowed.
- All defensive coaches will remain next to the dugout and coach from there.  
**ROOKIE 7 EXCEPTION:** ONE(1) defensive coach may be positioned anywhere in the outfield for VERBAL instructional purposes only. They shall not speak to the offensive runners or NOR may they physically assist any defensive player during play. PENALTY: Umpire shall declare a dead ball and advance all runners TWO(2) bases.
- Rule 4.05 (1) – First and third base coaches may both be adult coaches



# KALL Local Ground Rules

## **Managers and Coaches (continued):**

### Minor 9, Minors, Intermediate, Juniors, Seniors

- There shall be ONLY 3 adults (17 years or older) for each team within the field of play (including the dugout) once the game is started. ONE coach shall be assigned the dugout responsibilities and shall remain within the dugout at all times during the game except to retrieve the batter's bat once a DEAD ball has been called. There are NO bat boys/girls allowed.
- All defensive coaches will remain next to the dugout and coach from there.



# KALL Local Ground Rules

## Game Disruptions:

- Rules 4.06-4.08 and 9.01(c)-(e) governing misconduct shall be extended to include the team's spectators and/or parents (i.e., Managers held responsible by umpires for actions of ALL involved with your team).
- The umpire will give the manager one warning, not during the pre-game briefing, concerning his actions or words, or the actions or words of other coaches, players, or fans.
- Rule 4.05 (1) – First and third base coaches may both be adult coaches

## Home Runs:

For all Home Runs, where a fly ball clears the outfield fence without touching the ground, a batter may be congratulated by any player or coach prior to the batter touching home plate.

## Pitching Machine:

### Rookie 7, Minor 8 ONLY

- The pitching method for both teams will be uniform. If a batted ball hits the field umpire, pitching machine coach, or electrical cord, the ball is fair and live. If the umpire deems that the pitching machine coach made no attempt to get out of the way of the batted ball the batter is out and all base runners must go back to the base which was occupied before the batted ball was hit. If the batted ball hits the pitching machine, it is a dead ball and the batter goes to first and each runner advances one base. If the ball comes to rest under the pitching machine it is also a dead ball, each of the runners advance one base, and the batter goes to first.
- **The pitching machine coach cannot point to position hitters, talk to hitters, talk to base runners, or talk to the base coaches.** For the first occurrence the pitching machine coach and manager will be warned.
- For the second occurrence the pitching machine coach will be replaced at the pitching machine and the batting team will be issued an automatic out.
- The pitching machine shall be set at the following:  
Minor 8- 42 mph, 60% speed                      Rookie 7 - 39 mph, 55% speed
- The machine (except for speed setting) may be adjusted before each half inning. If during an inning the machine consistently throws pitches outside the strike zone, the home plate umpire may call time and adjust the machine. This is the only time the machine can be adjusted.

## Number of Outfielders:

### T-Ball, Rookie 6, Rookie 7, Minor 8

Four (4) outfielders may be used; however, all outfielders must remain in the outfield until the ball is struck. **No rovers will be allowed** (i.e., outfielders must be equally placed from left to right field and be at least one third of the way from the back of the infield dirt to the fence). It is illegal to play an outfielder just outside of the infield dirt areas.

## Stealing:

### T-B all, Rookie 6, Rookie 7:

Runners are **NOT** allowed to steal bases.





# KALL Local Ground Rules

## Stealing (cont.):

### Minor 8 ONLY

**A runner may attempt to steal a base after the 2nd pitch.** Runners will be permitted to steal 2<sup>nd</sup> and 3<sup>rd</sup> bases only. No runner may steal home – or, when stealing 2<sup>nd</sup> or 3<sup>rd</sup> base, will be allowed to advance home on a throwing error. RUNNERS MAY ONLY SCORE ON BATTED BALLS. Once a ball has been put in play by a hitter all runners may advance to any base (including home) at their own risk until the ball is thrown to the pitcher and he/she has both feet in the chalked circle or “dead ball” is declared by the umpire. Also, when a batted ball is in play, it will be the judgment of the umpire to award the advancing base once the pitcher has the ball and is in the circle (home is awarded if the runner is past the half way chalk hash on the field). A runner may not leave their base until the ball has crossed the front edge of home plate. If a runner does leave early, the umpire will wait till the play is dead and then send the runner back to their base. However, if the runner leaves early, the runner is still in jeopardy of being thrown out during the play. A runner may steal from 1<sup>st</sup> to 2<sup>nd</sup> or 2<sup>nd</sup> to 3<sup>rd</sup> base, but may not steal home or advance home on a throwing error during steal attempts initially to 2<sup>nd</sup> or 3<sup>rd</sup> base.

## Pitching Circle:

### T-Ball

- A ten (10) foot in diameter circle centered forty-six (46) feet from the rear point of home plate. The pitching rubber shall be at the center of the circle.

### Rookie 6

- An eight (8) foot in diameter circle centered forty-six (46) feet from the rear point of home plate. The pitching rubber shall be at the center of the circle.

### Rookie 7, Minor 8

- An eight (8) foot in diameter circle centered forty-six (46) feet from the rear point of home plate. The pitching rubber shall be at the center of the circle.
- **The pitcher must be positioned BEHIND THE PITCHING RUBBER and within the pitching circle on either side of the pitching machine until the ball crosses home plate or is hit by the batter.** If the pitcher crosses the imaginary line of the pitching rubber before the ball crosses the plate or is struck by the batter and the pitcher is involved in making a defensive out, a dead ball shall be called with each runner and/or batter-runner advancing one base each with no out charged to the batting team. If a particular player continues this action, he will not be allowed to play in the pitcher's spot again in that game as this is considered a safety issue (umpire's discretion).



# KALL Local Ground Rules

## **Base Line Hash Marks:**

### T-Ball, Rookie 6, Rookie 7, Minor 8

A three (3) foot long chalked hash mark, perpendicular to the baseline, shall be placed at the halfway point between first and second base, second and third base, and third base and home plate.

## **Number of Pitches per Batter:**

### T-Ball

Each batter shall have five opportunities while at bat to place the ball into play. If the batter swings and misses on the fifth opportunity, the batter shall be out. In the event the batter fouls the fifth ball, the batter continues to bat until the batter has hit a fair ball or swings and misses (the batter is out in the latter case).

### Rookie 6

Each batter shall receive a maximum of five pitches unless the batter fouls the fifth pitch. If the batter fails to swing OR swings and misses the fifth pitch, the umpire shall call the batter out. In the event the batter fouls the fifth pitch, the batter continues to bat until the batter has hit a fair ball, swings and misses OR fails to swing (the batter is out in the latter two instances).

### Rookie 7, Minor 8

Rookie 7 – Each batter shall receive a maximum of 5 pitches unless the batter fouls the fifth pitch.

Minor 8 – Each batter shall receive a maximum of 4 pitches unless the batter fouls the fourth pitch.

If a batter swings at three pitches and misses on his/her third swing the batter is out. If the batter fails to swing OR swings and misses the last pitch, the umpire shall call the batter out. In the event the batter fouls the last pitch, the batter continues to bat until the batter has hit a fair ball, swings and misses OR fails to swing (the batter is out in the latter two instances).

## **Batting Arc:**

### T-Ball, Rookie 6

A ten (10) foot radius arc measured from the rear point of home plate. Starting at a point ten (10) feet down the first base line, the batting arc runs and connects to a point (a.k.a. the end point of the arc) on the third base line which is also ten feet (10) from the rear point of home plate.

### Rookie 7, Minor 8:

There shall be NO 10 foot batting arc.



# KALL Local Ground Rules

## **Bunting:**

T-B all, Rookie 6, Rookie 7:

Bunting is not allowed.

Minor 8

### ***Bunting is allowed.***

- Batters must "show" bunt prior to the ball being placed into the machine.
- Batters are not allowed to fake bunt then swing away. If a batter "shows" bunt, and swings away the batter is out. The ball is immediately called dead and all runners must return to the base where they were stationed prior to the pitch.
- Even after the Batter 'shows' bunt *the pitcher must stay within the circle, **behind the machine**, until after the ball has crossed the plate.*

A "fake bunt" then "swing away" is NOT allowed in any division. Violation will be an automatic out.

## **Base Runners:**

T-Ball

- After a dead ball is called, runners shall immediately return and/or advance to their base as instructed by the umpires. The runners shall then remain in contact with their base until such time as the next pitch has crossed the front edge of home plate. Refer to Rule 7.13 for penalties for a runner leaving the base early.

Rookie 6, Rookie 7, Minor 8

- At the time a DEAD ball is called, if a runner has legally advanced BEYOND a hash mark as judged by the umpire (not subject to appeal) then the runner shall be awarded the base to which he/she is advancing to. A runner whose front foot is completely across (not touching) the hash mark AND whose front foot is in contact with the ground shall be considered to be BEYOND the hash mark.
- After the dead ball is called, runners shall immediately return and/or advance to their base as instructed by the umpires. The runners shall then remain in contact with their base until such time as the next pitch has crossed the front edge of home plate. Refer to Rule 7.13 for penalties for a runner leaving the base early.



# KALL Local Ground Rules

## **Dead Ball:**

### T-B all, Rookie 6

A dead ball shall be called by the home plate umpire at any time it is judged (not subject to appeal) that the defensive pitcher has possession of the ball with both feet completely within the pitching circle (The chalk line denoting the pitching circle shall be deemed to be within the circle).

Two (2) Rookie 6 Exceptions to this rule:

1. Defensive pitcher MAY continuously run through pitching circle to attempt to make a play on a runner.
2. When the defensive pitcher fields a batted ball while completely within the pitching circle, he may, at this time, throw to a base OR leave the pitching circle in an attempt to make a play on a runner or batter-runner. If, however, the defensive pitcher does not, at this time, immediately attempt to make a play as listed above, a dead ball shall be called with each runner and/or batter-runner advancing one base each.

### Rookie 7, Minor 8

- *The defensive pitcher can no longer run through the pitching circle to attempt to make a play on a runner.*
- A dead ball shall be called by the HOME PLATE umpire at any time he/she judges (not subject to appeal) that the defensive pitcher has possession of the ball with both feet completely within the pitching circle (The chalk line denoting the pitching circle shall be deemed to be within the circle).
- One exception to this rule shall be when the defensive pitcher fields a batted ball while completely within the pitching circle. The defensive pitcher may at this time throw to a base OR leave the pitching circle in an attempt to make a play on a runner or batter-runner. If, however, the defensive pitcher does not, at this time, immediately attempt to make a play as listed above, a dead ball shall be called with each runner and/or batter-runner advancing one base each.
- (Minor 8 Exception Only): on a steal play. When runner attempts to steal a base (after proper amount of pitches have been delivered), steal is in effect and throwing the ball back to the pitcher inside the pitching circle does not kill the steal play (i.e., on a steal, if catcher throws ball back to pitcher inside the circle before the runner reaches hash mark, play is still live and runner can advance at his own peril).

## **Foul Territory/Foul Ball:**

### T-Ball, Rookie 6 (ONLY)

The definition (See Rule 2.0) of foul territory shall be expanded to include the area from the batting arc defined earlier to home plate (not including the batting arc chalk line). A batted ball that is first touched by a defensive player in this area or comes to a rest in this area prior to being touched by a defensive player shall be a foul ball.



# KALL Local Ground Rules

## **Overthrows:**

### **T-Ball, Rookie 6, Rookie 7 (ONLY)**

- On any attempted play, all runners may advance as many bases as they can, at their own risk, so long as the ball remains in FAIR territory. If on any attempted play, the ball is thrown errantly or is not caught, AND lands ANYWHERE in FOUL territory, all runners may advance, AT THEIR OWN RISK, a maximum of TWO (2) bases from the last base they safely occupied.
- The last base safely occupied shall be determined by the position of the runner at the time the defensive player RELEASED the errant THROW (i.e. If the batter has not yet reached first base at the time the defensive player throws the ball, the last base safely occupied by the batter-runner is home plate so the batter-runner can only advance to second base).
- A defensive player may subsequently retrieve the ball from foul territory and attempt to make any play on any runner. In no instance though, may ANY runner, regardless of what the defensive players do following the errant throw landing in foul territory, advance more than the two bases. Once all runners have advanced their two bases safely, the umpire shall call a dead ball.
- If the defense subsequently retrieves the ball from foul territory and obtains a dead ball situation, as defined in the "Dead Ball" section above, prior to the runners advancing their two bases, the runners will be judged according to the "Base Runners" section above.

## **Safety:**

- NO FLASH PHOTOGRAPHY will be allowed during games at KALL field.
  - A "fake bunt" then "swing away" is NOT allowed in any division. Violation will be an automatic out.
  - A lightning detector is kept in the concession stand. If lightning has been detected and is:
    - 6-more miles - keep constant monitoring of the lightning
    - 2-6 miles - remove kids from the fields
    - 0-2 miles - remove all kids and parents from the fields and move them to their cars
- No one allowed back on the field until the lightning intervals are 15 minutes apart and at least 6 miles away.

## **Team and Manager Responsibilities:**

Refer to the current Team Responsibilities for manager responsibilities, and general rules.(KALL web site)



# KALL Local Ground Rules

## End of Season Tournament:

### TeeBall and Rookie 6

There is NO end of season tournament in these divisions.

### Rookie 7

- All teams in this division will have the opportunity to play in a season ending single elimination tournament which will be seeded at random (i.e. drawing numbers from a hat).
- **DURING THE SEASON ENDING TOURNAMENT, THE FOLLOWING RULES WILL APPLY.** If a team starts a game with only eight players, they must take an automatic out when the ninth spot in the batting order comes to the plate. If a ninth player at any time shows up to the game he must be inserted immediately into the ninth position of his team's line up and there is no longer an automatic out. If a team starts with nine players and a player is injured and can't continue in the game, the team with the injured player can continue with eight players, without taking an automatic out. The injured player is skipped over in the batting order. The injured player cannot reenter the game at any time, but if another player on the team shows up to the game he immediately replaces the injured player in the batting order.

### Minor 8, Minor 9, Minors, Intermediate, Juniors

All teams in these divisions will have the opportunity to play in a post season, single elimination, tournament which will be seeded based on season standing.



# KALL Local Ground Rules

## **INTERMEDIATE DIVISION**

The official rules of play shall be found in the current edition of the “Official Regulations and Playing Rules of Little League Baseball” and shall be the primary source of all judgments. General (local) rules adopted by the Inter-League Little Leagues.

### **Start Time:**

Please see your season schedules for the scheduled start time of each game. The OFFICIAL start time shall be the scheduled start time for that game -- (unless weather related).

### **Minimum Number of Players:**

Rule 4.17 – A team may NOT start and/or play an official game with fewer than nine (9) players.

### **Game Time Limits:**

Regulation X (a) – is modified as follows:

No new inning will start after 9:45 pm. If no winner is declared after the last completed inning past 9:00 pm, the game will be called and subsequently completed in the “Suspended Game” manner. A game is considered complete if 4 innings are completed.

### **Regulation Game:**

A regulation game is considered complete after 4 innings have been completed.

### **Suspended Game:**

If a game is called before it has become a regulation game or if a game is tied after it has become a regulation game and is called due to the time limit, the game WILL be resumed at the next available open time for your division. Please contact your Player Agent immediately following the game being called. For more information please see Rules 4.11 and 4.12

### **Batting Order:**

The home team will have the option of choosing a nine (9) player batting order along with the substitution rules or they can choose a continuous batting order as per rule 4.04. In the case of a continuous batting order, rule 4.04(note 2) will be amended to state: A player who, due to injury or illness, cannot take his/her turn at bat may be passed WITHOUT penalty; however, that player may NOT reenter the game either at bat or in the field. In the event a base runner cannot continue due to injury or illness the batter or runner who made the LAST out shall be inserted to run for the injured runner.



# **KALL Local Ground Rules**

## **Mandatory Play:**

Regulation IV (i) for mandatory play and Rule 3.03-3.08 for substitutions shall be amended to require each player to play at least six (6) defensive outs and one(1) at bat within the first four (4) innings.

## **Pitching:**

Refer to Regulation VI

No adult is allowed to warm up any pitcher at any time (See Rule 3.09).

## **On deck batter:**

The batter "on deck" is allowed to be on the "on deck" position on the field.

## **"Must Slide" Rule:**

Rule 7.08 (a) 3 states, "Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag."

It shall be the umpire's judgment, not subject to appeal, whether the runner made an attempt to avoid direct contact in this situation. In the event the fielder does not have the ball or is not in the act of fielding the ball, the umpire may judge that an obstruction has occurred in which case the runner may be judged to be safe. In both instances, however, the runner may be ejected (not subject to appeal) by the umpire if in his/hers opinion the contact made by not sliding was both flagrant and intentional.

## **Managers and Coaches:**

There shall be ONLY 3 adults (17 years or older) for each team within the field play (including the dugout) once the game is started. ONE coach shall be assigned the dugout responsibilities and shall remain within the dugout at all times during the game except to retrieve the batter's bat once a DEAD ball has been called. There are NO bat boys/girls allowed.

All defensive coaches will remain at & coach from the dugout.

Rule 4.05 (1) – First and third base coaches may both be adult coaches.





# KALL Local Ground Rules

## **Game Disruptions:**

Rules 4.06-4.08 and 9.01(c)-(e) governing misconduct shall be extended to include the team's spectators and/or parents (i.e. Managers, YOU may be held responsible by the umpires for the actions of ALL those involved with your team.)

## **Metal Spikes/Cleats:**

Intermediate Division players are ***not allowed*** to wear metal spikes  
or cleats.



# KALL Local Ground Rules

## District 16 Ground Rules 2013 JUNIOR DIVISION

### **\*\*\* No League will have separate ground rules that override these rules \*\*\***

- Game times may vary depending on field game is played on however all games not running under a park curfew will run 7 innings in Intermediate and Jr./Sr. If a double header is scheduled the game will run for 2 hours to be played meaning; play 2 hours with no new inning starting after 2 hours finish the inning. Double headers will be scheduled 2 and one half hours apart.
- Home team is to provide the umpires both plate and field. If an umpire is not available for game time you must notify the District 24 hours before game time. If the host league utilizes paid umpires and ends up supplying an umpire then the home team must pay for said umpire(s) at the time of the game, or be invoiced from Host League. (note umpire pay may vary league to league)
- Home team is to provide game balls minimum 2 new and one slightly used. Balls should be “Senior League” but L.L. is ok for league play but they may warp. Home team is get the balls back after the game.
- Home team will keep official book. Scorekeeper is to remain neutral and work with Umpire to keep batting order straight and record any protest request.
- Home Team decides if both teams will bat the roster or a line up. If line up All-Star Tournament rules regarding substitution applies. (\*advise- bat the roster with free substitution, but you better know the rule just in case)
- All Protest will be handled by the District, Point of Protest must be marked in the official scorebook, and Manager must notify Umpire and opposing Manager and file formal protest, with District Administrator.
- Pitch counts will be recorded into official book and book must be signed by both Managers and Plate Umpire. Book will be made available at all times.
- Report your scores and Pitch Counts to District Administrator.
- Scores and pitch counts will be recorded onto District website. (Particular information about where on website will follow.)
- Both Home team and Visitor team are responsible for repairing the Pitcher’s mound and Home Plate area after each game.
- Field prep chalking and or painting will be done by Hosting league; participation from both teams will be encouraged.
- All revenues from Concession stand will remain with Hosting League.

### Metal Spikes/Cleats:

Junior Division players are *allowed* to wear metal spikes or cleats.