

## **KATY AMERICAN LITTLE LEAGUE GROUND RULES AND BYLAWS:**

Welcome. Our organization is Katy's finest youth baseball program. Our organization is dedicated to providing the best youth baseball experience possible. Our goal at Katy American Little League (KALL) is to provide a fun and safe environment for every child that wants to play baseball.

These ground rules are subject to change at the discretion of the current KALL board of directors as they see fit in order to accomplish this goal.

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Pursuant to the authority of Rule 3.13 of Official regulations and playing rules ("L.L. Rules) promulgated by Little League Baseball, the Katy American Little League Board of Directors (hereafter referred to as the "Board") has adopted these ground rules, which are applicable in addition to the L.L. Rules. The ground rules are applicable to all divisions of Katy American Little League (hereafter referred to as "KALL"), unless otherwise specified. Familiarity with the ground rules and appropriate L.L. Rules will eliminate most problems. In the event and conflict between the "Official Regulations and Playing Rules" and the rules contained herein, the rules contained herein shall govern over KALL. These ground rules replace all previous ground rules adopted by KALL and are effective beginning February 27, 2019 and shall remain in effect until changed in writing by the Board.

### General Ground Rules:

1. The home team shall occupy the third (3<sup>rd</sup>) base dugout and the visitor team shall occupy the first (1<sup>st</sup>) base dugout.
2. Teams WILL use continuous batting order. Any player that arrives after the start of the game (any time prior to the game being called) shall be added to the bottom of the order and bat 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 injured runner. If no outs, then the last batter that scored or the batter 6 spots away.
3. For batting out of order situation. A batter shall be called out, on appeal, when failing to bat in his/her proper turn, and another batter completes a time at bat in place of the proper batter. (A) The proper batter may take a position in the batter's box at any time before the improper batter becomes a runner or is retired and any balls and strikes shall be counted in the proper batter's time at bat. (B) When an improper batter becomes a runner or is retired, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall (1) declare the proper batter out; and (2) nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, a hit batter, or otherwise. (NOTE: If a runner advances, while the improper batter is at bat, on a stolen base, illegal pitch [intermediate 50/70/JR/SR leagues a balk], wild pitch, or passed ball, such advance is legal) (C) When an improper batter becomes a runner or is retired, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of such time at bat becomes legal. (D) (1) When the proper batter is called out for failing to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out. (2) When an improper batter becomes a proper batter because no appeal is made before the net pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.
4. **Runner leaves base early in Minor 9's and Minors.** When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. The violation by one base runner shall affect all other base runners- (A) When a base runner leaves the base before the pitched ball has reached the batter and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made, and no out results. (B) When a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball, the base runner or runners are

permitted to continue. If a play is made and the runner or runners are put out, the out or outs will stand. If not put out, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one that was left; In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The Umpire shall determine the base value of the hit ball. (C) When any base runner leaves the base before the pitched ball has reached the batter and the batter bunts, or hits a ball within the infield, no run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, that runner shall be removed from the base without a run being scored.

5. Each team must have a minimum of 7 players to start a game. If additional players show up during the game, they are to be inserted at the end of the batting order. If additional players do not show up then the Manager of the team with 7 players may play with 7 in the field, or at his option (with the other team agreeing without involvement in the decision), may request that the opposing team's last batters of the previous inning play in the field for his team. The field position will be an outfield position determined by the Manager with 7 players. At the start of the game, the last batter in the opposing team's lineup is eligible for field play. Outs will be taken automatically for 8<sup>th</sup> and 9<sup>th</sup> batters that are not present. If players show-up they will be added to the end of the lineup and no out will be taken for that spot and the team is no longer required to take the outs. **Note: exception** for T-Ball, game can be started with at least 5 players and for Rookie 6, games can start with 6 players. **Note** if a player has to leave the game and there are still at least 9 players then no out is taken. Outs will only be taken once a team drops below 9 players.
6. There is NO must slide rule. Rule 7.08 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 judgement, not subject to appeal as to 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/her opinion the contact made by not sliding was both flagrant and intentional. Players in divisions Minor and lower must slide feet first, there is not head first sliding when advancing to a base however is allowed if diving back to a base. Players in Intermediates and JR/SR divisions may slide head first when advancing or diving back to a base.
7. 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 the backstop mats should not be declared a "dead ball" if the player can easily reach and retrieve the ball. The player should raise their hands if the ball bounces over the fence and is a ground rule double.

8. Teams shall change positions as rapidly as possible at the end of each inning. Play should resume within 2 minutes of the last out. The home plate umpire will monitor and enforce this rule. Pitchers may take 8 warm-up pitches or 1 minute in-between each inning warmup.
9. Pool Players will put their names in the pool at the start of each season. Player Agents will go through pool player lists first then will use random players from the division. Pool play rules follow the Little League rule book and must consist of players in the division. No players from outside the division or league will be utilized. Pool players can play any position except pitcher and can bat anywhere in the order.
10. T-ball through Minors shall not have any on-deck batters and there shall be no practice swings in the dugout. Intermediate and JR/SR shall have on deck batters. There shall be no practice swings in the dugouts in any division.
11. Mandatory Play: **For T-ball, Rookie 6, and Rookie 7:** Every player shall play every other inning. Cannot sit out back to back innings. Every player shall play infield at least on inning, except if the parent request they do not play infield in writing to the Manager and this request must also be sent to the player agent. **For divisions Minor 8 to JR/SR:** Each player shall play 2 full innings within the first 4 innings. Any manager who violates this rule will be required to play the affected player(s) the entire game at their next scheduled game or the next game the player attends of the game at an infield/outfield position. In tournament games the game will be forfeited.
12. T-ball, Rookie 6, and Rookie 7, there will be no score as these are instructional divisions. The exception will be for Rookie 7 during the end of the season tournament, which will be a blind draw.
13. There shall be no infield fly rule in divisions T-ball, Rookie 6, Rookie 7, and Minor 8 divisions. The infield fly rule shall be applied to Minor 9, Minors, Intermediate, and JR/SR divisions.
14. No game shall continue play after 10pm. This game will be suspended if not official and played at the next available date and time, or as scheduled by the player agent. The game will start at the same point when resumed. Any game that is suspended may be resumed as scheduled by the player agent. It will be the responsibility of both teams to notify the league of the called game and to provide and keep record of all information from the office scorebook pertaining to the situation of the game at the time of suspension.
15. In pitching divisions, there are not intentional walks by requesting the batter to take 1<sup>st</sup> base. The pitcher can walk the batter but must pitch the 4 balls to the batter.
16. 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. **Home runs should be reported to the player agent and the President of the league to have the players** information listed on the Homerun page on the website. The player that hit the

**Homerun will also receive a Homerun medal and these can be picked up at the concession stand by a parent or coach.**

17. Protests are not allowed in divisions below the Minor 8 division. Protests will be allowed for rules infractions only. Managers must note rule at the time of protest and the protest must be documented in the official scorebook. All disputes should be settled within 5 minutes by the umpire and board member on duty. If it cannot, then the game will be played under protest. However, Little League officials are urged to take precautions to prevent protest. **JUDGEMENT CALLS CANNOT BE PROTESTED.**
18. The league will provide hats and jerseys. The coaches shall inform players of color pants, socks, and belts (for belted divisions). A team uniform shall be identical. A complete uniform is considered to be hat, jersey, pants, belt (for belted division), shoes, and socks.
19. Batting cages will be on first come/first serve basis. Teams who have games that day can bump a team/individual who does not have a game on that day.
20. KALL practices should be requested through the player agent of your division on your field. If another field is open that player agent can contact the player agent over that field to see if another division team can practice on that field. Please check both the field reservation tab and the game schedule to see if that field is open that day/time prior to requesting.
21. The home plate umpire maintains the official time during all games. Managers are encouraged to synchronize their timepieces with the home plate umpire at the beginning of the game for reference purposes. Home plate umpire has sole authority on time. A new inning starts immediately after the third out is made at the bottom of the previous inning. **AN OFFICIAL GAME IS 4 COMPLETE INNINGS. EXCEPTIONS TO THIS RULE IS T-BALL will be an official game at 3 innings.** If time runs out prior to 4 complete innings then the game must continue until the completion of 4 innings (Except t-ball which is 3 innings). Due to mandatory play requirements the inning has to be completed no matter if home team is winning or not
22. In drafted divisions each Manager will be able to keep his assistant coach and their child. The asst coaches son will be taken in the 2<sup>nd</sup> to last round if every coach has a asst. coach. If any coach does not have an asst coach then the asst coaches player will be taken in the 4<sup>th</sup> round. The Managers son will be taken in the last round. Returning Managers are able to keep up to 3 players from their previous team (previous fall/Spring). The draft order for keeper will 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>.
23. All practice dates, times, and locations will be scheduled by the Managers of the team. All regular games, rescheduled games, and make-up games will be scheduled by the player agents for that division.
24. Rule 1.10- Baseball: The bat must be a baseball bat which meets the USA Baseball Bat standard (USA Bat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or

of material and color tested and proved acceptable to the USA Baseball Bat standard (USA Bat). Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USA Bat – USA Baseball’s Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2 and 5/8 inches for these divisions of play. Bats meeting the Batted Ball Coefficient of Restitution (BBCOR) standard may also be used in the Intermediate (50-70) Division and Junior League divisions. NOTE: A batter is out if he steps in the batter’s box with an illegal bat or is discovered to have used a legal bat prior to the next batter entering the batter’s box. The ball is dead and the runners must return if they advanced a base(s). Any illegal bats must be removed from the playing field. Coach will be given a warning for 1<sup>st</sup> offense. Coach will be ejected for 2<sup>nd</sup> offense.

**25. PITCHERS REMOVED IN INTERMEDIATES AND JR/SR DIVISIONS ONLY:** A pitcher removed from the mound but remaining in the game, by moving to a different position, can return as a pitcher any time in the remainder of the game, but only once per game. The pitch count will resume where he left off. The pitcher must still be eligible to pitch per pitch count list per day.

**26. Pitch Count and Days Rest:**

**\*\*Note:** A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

**\*\*Note:** Any player who played the position of catcher in 4 or more innings (taking one catch in a 4<sup>th</sup> inning in a game) is not eligible to pitch on that calendar day.

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

**Little League Baseball Pitch Count Chart**

LEAGUE AGE	PITCHES PER DAY
17 to 18	105
13 to 16	95
11 to 12	85
9 to 10	75
7 to 8	50

**Rest Requirements Age 14 and under**

Pitches Per Day	Rest Requirement (Calendar Days)
66 or more	Four (4)
51 to 65	Three (3)
36 to 50	Two (2)
21 to 35	One (1)
1 to 20	No Rest Requirement (0)

### **Rest Requirement Age 15-18**

Pitches Per Day	Rest Requirement (Calendar Days)
76 or more	Four (4)
61 to 75	Three (3)
46 to 60	Two (2)
31 to 45	One (1)
1 to 30	No Rest Requirement (0)

### **REGISTRATION AND SEASON:**

Registration for the fall season will begin in June and end in August/September. With late registration beginning in August/September until teams full. The fall season will run from September to November/December.

Registration for the Spring season will begin in October to January. With late registration beginning in January/February until the teams are full. The Spring Season will go from March thru May/June.

### **GAME TIMES:**

1. Games shall start on time or as close as possible. Games will be Monday through Friday at either 5:30pm, 7:00pm, or 7:30pm. Games on Saturday can start at 8:00am and run every 1:30hr or 2 hrs. Games on Sunday if necessary, can start no earlier than 2pm and run every 1:30hr to 2 hrs. Games can only be delayed 15 minutes if less than 7 players are present. If 7 players are present, then the game will start. The late game will start on time or 15 minutes after the early game ends.
2. Game Times:
  - T-ball: 1:15
  - Rookie 6: 1:20
  - Rookie 7: 1:25
  - Minor 8: 1:30
  - Minor 9: 1:35
  - Minors: 1:40
  - Intermediates: 1:45

Jr/Sr: 2 hours (Interleague 1:50)

### **Managers Responsibilities:**

1. All managers will have criminal background checks conducted. Then will be chosen by the president and/or player agent, and then approved by the Board.
2. All managers will submit their coaching list (for background checks) to the Division Director for President and board approval
3. All managers are required to have read and familiarized themselves with the applicable rules for their division.
4. All managers will be expected to conduct an adequate number of practices to maximize the team's potential for competitiveness. Practice limits: Combination team practices and games is limited to three sessions per week, with a maximum of time limit per session of 2 hours. Exception with many rainouts this can be modified by the player agent.
5. League equipment is the responsibility of the team Manager and \$150.00 deposit will be required.
6. All managers and/or coaches must attend Coaches Meeting.
7. Obtain a Team Sponsor of at least \$300.00
8. Appoint a Team Representative (Mom or Dad)
9. Appoint a Team Scorekeeper. – pick up before game and submit a Driver's License as deposit
10. Appoint a pitch counter for Minor 9 and up – pick up before game and submit a Drivers License as a deposit
11. Appoint a scoreboard operator – pick up before game and submit a Drivers License as a deposit.
12. Perform field, dugout, bleacher clean up, and empty the trash can into the big trash can at the end of each game.
13. Each manager will give a game ball at the beginning of the game to the umpire. Coaches are responsible for foul balls. If an umpire runs out of balls then each team starting with the home team then visiting team will give a ball in order.
14. Managers shall control their fans and players. 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. Managers are held responsible by umpires for the actions of all involved with your team.
15. It is the Manager's responsibility to check the field before each game for safety hazards and to either correct the hazard or contact the Board Member on duty.
16. If Manager, Coach, Parent, Fan, or Player is ejected from a game. They must immediately leave the field and the ballpark (they can go to their vehicle and wait in the parking lot). They will be automatically suspended from the next game and must not be at the fields (can be in the parking lot). A one game suspension is automatic and could be more depending on the situation.

### **Division Rules:**

#### **T-ball (3 to 5)**



- 5 innings max, no inning begins after 1:15 hrs. No new inning after 9pm
- Each side bats roster then switches. (Players must be taken off base if out)
- Batter allowed 5 swings unless last is fouled off
- Official game is 3 innings
- Base runners limited to two bases on a hit and can advance 1 base on overthrows at their own risk.
- 10 players on the field- 4 in the outfield, if 11 players can put 5 in the outfield or 12 players can put 6 in the outfield.
- There shall be 5 coaches only on the field including a dugout coach.
- There can be 3 coaches on the field during defense which are: 2 coaches in the outfield and 1 at the pitching circle only during defense.
- There can 4 coaches on the field during offense which is base coaches at 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> base to tell the runners to run. There can be 1 coach at home plate to help batters and put the ball on the tee
- Every player shall play infield at least one inning
- 10 to 12 players per team
- See Bat Rules on home page or General Ground rules #24 (bats must be approved for T-ball or a USA bat for baseball. No softball bats).

### **Rookie 6 (Transition T-ball to Coach Pitch)**

- 5 innings max, no inning begins after 1:20 hr. No new inning after 9pm
- Continuous/full roster batting order
- 5 runs max per inning or 3 outs
- Official game is 4 innings
- Coach must pitch overhand
- Batter allowed 3 pitches – if he doesn't hit then 2 swings off the tee.
- Batter or runners can try to advance 2 bases on a hit at their own risk. Only 1 base is allowed on a overthrow.
- Players on the field: 10 players with 4 outfield and a catcher
- There shall be 5 coaches only on the field including a dugout coach.
- There can be 2 coaches in the outfield only during defense.
- There can be 4 coaches on the field during offense pitching coach, 1<sup>st</sup> and 3<sup>rd</sup> base coaches, and a coach shagging balls at home plate.
- Every player shall play every other inning. Cannot sit out back to back innings.
- Every player shall play infield at least one inning. Except if the parent requests they do not play infield, in writing to the manager and the player agent.
- Coach pitcher must be inside the circle when pitching
- 12 players per team
- See Bat Rules on home page or General Ground rules #24 (bats must be approved for T-ball or a USA bat for baseball. No softball bats).

### **Rookie 7 (Coach Pitch)**

- 6 innings max, no inning begins after 1:30 hr. No new inning after 9:30pm
- Game over when time limit is reached or 6 innings are completed. Must finish the inning when time runs out.
- Continuous/full roster batting order
- 5 runs max per inning ONLY for the first 4 innings / 8 run max in 5<sup>th</sup> and 6<sup>th</sup> inning

- 5 pitches or 3 strikes whichever comes first – if 5<sup>th</sup> pitch or 3<sup>rd</sup> strike is a foul then the batter continues until batter hits ball or swings and misses
- Official game is 4 complete innings.
- Coach must pitch overhand
- No bunts
- “Time” is called when the ball is in the possession of an infielder in the infield, and all play on the runner(s) has ceased forward movement. Or when the pitcher has control of the ball in the pitcher circle.
- Once time is called: if the runner is over half way he can proceed to the next base. If the base runner is not half way he must go back to the previous base.
- On an overthrow in foul territory, base runners can try to advance only one extra bases at their own risk
- Coach pitcher cannot direct or coach players while on the mound
- Person shagging balls behind the catcher cannot talk or coach while on the field
- There shall be 5 coaches only on the field including a dugout coach.
- There can be 1 coach only in the outfield on defense.
- There can be 4 coaches on offense: pitching coach, 1<sup>st</sup> and 3<sup>rd</sup> base coaches, and a coach behind home plate shagging unplayable balls.
- Every player shall play every other inning. Cannot sit out back to back innings
- Every player shall play infield at least one inning (except if the parent request they do not play infield, in writing to the manager and must be send to the player agent).
- Coach pitcher must be inside the circle when pitching
- 12 players per team
- During the End of Season Tournament:
  - \* One umpire during the tournament
  - \* Home team is responsible for the official scorebook
  - \* Visiting team is responsible for scoreboard
- See Bat Rules on home page or general ground rules #24 (bats must be approved USA bats for baseball, no softball bats)

### **Minor 8 (Coach Pitch)**

- 6 innings max, no inning begins after 1:30 hr. Games may end in a tie. No new inning after 9:30pm
- Game over when time limit is reached and finished inning, or 6 innings are completed.
- Continuous /full roster batting order.
- 5 runs max per inning ONLY for the first 4 innings / 8 run max in 5<sup>th</sup> and 6<sup>th</sup> inning
- 5 pitches or 3 strikes which every comes first – if 5<sup>th</sup> pitch or 3<sup>rd</sup> strike is a foul batter continues until batter swings and misses or hits the ball.
- Coach must pitch overhand and be inside the pitching circle.
- Bunting is allowed
- “Time” is called when the ball is in the possession of an infielder in the infield, and all play on the runner(s) have ceased forward progression or when the pitcher has control of the ball in the pitching circle. If the runner is over half way he can proceed to the next base at his own risk. If the runner is not half way he will be sent back to the previous base.
- On an overthrow in foul territory, base runners can try to advance at their own risk only one base.
- Run rule (mercy rule) is 10 runs after 4 innings.
- Game must be played 4 complete innings to be a official game.

- Coach pitcher cannot direct or coach players while on the mound
- Home team is responsible for official scorebook (must pick up prior to game and leave Drivers License as a deposit)
- Visiting team is responsible for scoreboard (must pick up prior to game and leave Drivers License as a deposit)
- There shall not be a coach behind the catcher shagging balls. This is the time to develop the catcher
- There can be 4 coaches on the field
- There shall be no coaches in the play of field while on defense.
- 12 players per team
- See Bat Rules on home page or general ground rules #24 (bats must be approved USA bats for baseball, no softball bats)

### **Minor 9 (Kid Pitch)**

- 46' pitching (front rubber), 60' bases.
- 6 innings max, no inning begins after 1:35 hr. Games may end in a tie. No new inning after 10:00pm.
- Game over when time limit is reached and finished inning, or 6 innings are completed.
- Continuous /full roster batting order.
- 3 runs max per inning in the first 4 innings/ 8 runs max in the 5<sup>th</sup> and 6<sup>th</sup> inning.
- Closed bases. No lead offs. Runners can only steal once the ball crosses home plate.
- All pitch counts and days of rest must be observed.
- 2 mound trips per inning and then must switch pitchers.
- Mercy Run rules are 10 runs after 4 innings.
- Game must be played 4 complete innings to be an official game.
- Home team is responsible for official scorebook (must pick up prior to game and leave Driver's License as a deposit).
- Visiting team is responsible for scoreboard and the official pitch count (must pick up prior to game and leave Driver's License as a deposit).
- There can be 4 coaches on the field.
- During offense there shall only be coaches on the field at 1<sup>st</sup> and 3<sup>rd</sup> base.
- There shall be no coaches in the play of field while on defense.
- Minimum number of players is 7, must take outs if missing 8th and 9th batter.
- 11 players per team unless the Manager request 12 players.
- See Bat Rules on home page or general ground rules #24 (bats must be approved USA bats for baseball, no softball bats)

### **Minors 10/11 (Kid Pitch)**

- 46' pitching (front rubber), 60' bases
- 6 innings max, no inning begins after 1:40 hr. Games may end in a tie. No new inning after 10:00pm
- Game over when time limit is reached and finished inning, or 6 innings are completed.
- Continuous /full roster batting order
- 5 runs max per inning in the first 4 innings/ Unlimited in the 5<sup>th</sup> and 6<sup>th</sup> inning
- Closed bases. No lead offs. Runners can only steal once the ball crosses home plate
- All pitch counts and days of rest must be observed
- 2 mound trips per inning and then must switch pitchers

- Mercy Run rules are 10 runs after 4 innings
- Home team is responsible for official scorebook (must pick up prior to game and leave Driver's License as a deposit).
- Visiting team is responsible for scoreboard and the official pitch count (must pick up prior to game and leave Driver's License as a deposit).
- There can be 4 coaches on the field
- There shall be no coaches in the play of field while on defense.
- There shall be a 1<sup>st</sup> and 3<sup>rd</sup> base coach on the field during offense.
- Minimum number of players is 7, must take outs if missing 8th and 9th batter.
- 11 players per team unless the Manager request 12 players
- See Bat Rules on home page or general ground rules #24 (bats must be approved USA bats for baseball, no softball bats)

### **Intermediate 12/13**

- 50' pitching (back rubber), 70' bases
- 7 innings max, no inning begins after 1:45 hr. Games may end in a tie. No new inning after 10:00pm
- Game over when time limit is reached and finished inning, or 7 innings are completed.
- Continuous /full roster batting order.
- Open bases, Lead Offs and steals allowed at any time.
- Dropped 3<sup>rd</sup> strike rule in effect.
- No metal cleats.
- 5 runs max per inning in the first 4 innings/ Unlimited runs in the 5<sup>th</sup>, 6<sup>th</sup>, and 7<sup>th</sup> innings
- Balks called and enforced after 1 warning per team
- Balks result in an immediate dead ball, "no-pitch", with umpire time-out to explain infraction
- Mercy Run rules are 10 runs after 4 innings
- 2 mound trips per inning and then must switch pitchers
- All pitch counts and days' rest must be observed
- Home team is responsible for official scorebook (must pick up prior to game and leave Driver's License as a deposit)
- Visiting team is responsible for scoreboard and the official pitch count (must pick up prior to game and leave Driver's License as a deposit)
- There can be 4 coaches on the field.
- There shall be no coaches in the play of field while on defense.
- There shall be a 1<sup>st</sup> base coach or player with helmet and 3<sup>rd</sup> base coach on the field for offense.
- 11 players per team unless the Manager request 12 players.
- Minimum number of players is 7, must take outs if missing 8th and 9th batter.
- A pitcher that has been removed but is still eligible to pitch, may return as pitcher if he remained in the game in both the field and batting; but only once. See rule #25.
- See Bat Rules on home page or see general ground rules #24 (bats must be approved USA bats for baseball, no softball bats)

### **JR/SR 14 thru 18**

- 60' pitching (back rubber), 90' bases
- 7 innings, no new inning begins after 2 hours, games may end in a tie, No new inning after 10pm
- Game over when time limit is reached and finished inning, or 7 innings are completed.

- Continuous batting order
- 3 mound trips per inning and then must switch pitchers
- Dropped 3<sup>rd</sup> strike rule in effect
- Open bases, Lead Offs and steals allowed at any time
- All pitch counts and days rest must be observed
- Balks called and enforced without warning
- Balks result in an immediate dead ball, “no-pitch”
- Minimum number of players is 7, must take outs if missing 8<sup>th</sup> and 9<sup>th</sup> batter
- Mercy Run rules are 15 runs after 4 innings
- There shall be no more than 4 coaches on the field
- Metal cleats/spikes are allowed
- 10-14 players per team.
- A pitcher that has been removed but is still eligible to pitch, may return as pitcher if he remained in the game in both the field and batting; but only once. See rule #25.
- See bat rules on home page. Bats must be drop 3 and BBCOR
- The rules for JR/SR can change with interleague. Rule changes for interleague will be given to each coach

### **ALL REGULAR SEASON GAMES CAN END IN A TIE**

#### **UMPIRES BY DIVISION:**

- **T-BALL** – This division will umpire their own game
- **Rookie 6** – This division will umpire their own game
- **Rookie 7** – This division will umpire their own games during regular season and will receive one umpire during tournament play
- **Minor 8** – The league will provide 1 umpire
- **Minor 9, Minors, Intermediate, and JR/SR** – The league will provide 2 umpires

#### **SAFETY:**

- No flash photography will be allowed during games at KALL fields.
- A fake bunt then swing away is not allowed in any division. Violation will be an automatic out.
- Board Member on Duty will have lightening detectors on their phone. If lightening has been detected and is:
  - **6 or more miles – keep constant monitoring of the lightening**
  - **2-6 miles – remove kids from the fields**
  - **0-2 miles – remove all kids and parents from the fields and to their cars. No one is allowed back on the field until the lightening intervals are 15 mins apart and at least 6 miles away**
- All managers must check fields prior to every game for safety hazards and correct them or contact a Board Member on Duty

#### **Formation of Teams:**

#### **FALL TEAM SELECTIONS:**

**For T-Ball thru Minor 8 Divisions (as much as possible)**

- Request will be placed first
- Next – players in the same neighborhood
- Next – players in the same school

#### **For Minor 9 thru JR/SR Divisions**

- Request will be placed first
- Players who do not have a request will be placed in a draft
- Any player that did not try out or did not have a request will have their name placed in a hat at the end of the draft and picked out of the hat by the manager in draft order
- All requests must be completed prior to tryouts

#### **SPRING TEAM SELECTIONS:**

##### **For T-Ball thru Rookie 7 Divisions (as much as possible)**

- Request will be placed first
- Next – players in the same neighborhood
- Next – players in the same school

#### **For Minor 8 thru Intermediates**

- All players will tryout (except the managers child, assistant coach's child, and up to 3 lock in players (they can try out if they want to; but do not have to)
- Returning coaches can retain their own child or children, their asst coach's child and up to 3 returning players. The 3 returning players will be their first, second, and third round draft picks. The 3 returning players must be from their previous team in the previous spring/fall.
- Coaches will pick their draft order during the tryouts
- Players will be drafted in snake order
- The manager's son will be the last round pick
- The assistant coach's son will be the 2<sup>nd</sup> to last round pick if every coach has an assistant coach or 4<sup>th</sup> round if any coach does not have an assistant coach.
- Any player that did not try out will have their name placed in a hat at the end of the draft and picked out of the hat by the manager in draft order
- All assistant coach picks must be established prior to the tryouts

#### **For JR/SR Division:**

- Request will be placed first.
- Players who do not have a request will be placed in a draft.
- Any player that did not try out or have a request will have their name placed in a hat at the end of the draft and picked out of the hat by the manager in draft order.
- All request must be completed prior to the tryouts.

#### **CODE OF CONDUCT**

Any abusive language and/or gestures, un-sportsmanlike conduct, taunting, or other negative behavior will not be tolerated at games or practices.

Any action against the Code of Conduct by a Manager, Coach, Parent, or Player shall result in a verbal warning unless it is profanity. That action will merit immediate ejection. If the action continues, the plate of field umpire shall eject the said offender for the remainder of the game.

1. Any manager, coach, parent and/or player who is ejected from a game will be suspended for his/her next game, **PER LITTLE LEAGUE INTERNATIONAL RULES**. The KALL board may suspend additional games depending on the severity of the action. A committee will be the President, Head Player Agent, and the division Player Agent, or a designee if it is warranted.
2. Continued ejections could result in a suspension from league functions.

## **Parents & Spectators**

It is the manager's responsibility to control the parents and spectators of their team. Any action against the Code of Conduct by a parent or spectator shall result in a verbal warning from the umpire or KALL Board Member, to both the manager and the parent/spectator (unless it is profanity in front of children). If the action continues, the manager and the parent/spectator will be ejected from the game by the umpire or KALL Board Member.

Managers – An ejection for not controlling the behavior of the parent and/or spectator during any given game does not constitute a suspension for any subsequent game.

Any individual ejected from a game by an umpire or KALL Board Member cannot stay in the stand or around the field where they may be seen or heard for the current game, and any future suspended games. The offender must go to the parking lot. Failure to leave the fields can result in a request to Harris County Constable's Office to move the offender to the parking lot.

## **END OF SEASON TOURNAMENT**

### **Standings:**

1. There will be no end of season tournament in T-Ball or Rookie 6
2. Rookie 7 will be a blind draw for either single or double elimination tournament. Umpire will be provided for the end of the season tournament
3. Minor 8 division through JR/SR division will have a seeded single or double elimination tournament
4. Division standings shall be based on winning percentage. Ties will count as half wins
5. Standing will be based on the following: winning percentage, head-to-head, runs allowed, runs scored, number of shut-outs, coin flip

### **Pitching Rules:**

1. Any player on a regular season team may pitch (Note: There is no limit to the number of pitchers a team may use in a game).
2. A pitcher once removed from the mound cannot return as a pitcher EXCEPT in Intermediate, JR/SR, and Big-League Divisions only: A pitcher remaining in the game but moving to a different position can return as a pitcher anytime in the remainder of the game, but only once per game.
3. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:
4. League Age:  
17-18 (105 pitches per day)

13-16 (95 pitches per day)  
11-12 (85 pitches per day)  
9-10 (75 pitches per day)  
7-8 (50 pitches per day)

5. 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:
  - a. The batter reaches base
  - b. The batter is put out
  - c. The third out is made to complete the half inningNote: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
6. Pitchers league age 14 and under must adhere to the following rest requirements:
  - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
  - If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed
  - If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed
  - If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed
  - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest must be observed
7. Pitchers league age 15-18 and under must adhere to the following rest requirements:
  - If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed
  - If a player pitches 61-75 pitches in a day, three (3) calendar days of rest must be observed
  - If a player pitches 46-60 pitches in a day, two (2) calendar days of rest must be observed
  - If a player pitches 31-45 pitches in a day, one (1) calendar day of rest must be observed
  - If a player pitches 1-30 pitches in a day, no (0) calendar day of rest must be observed
8. Each visiting team must designate the scorekeeper and another game official as the official pitch count recorder.
9. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
10. The official pitch count recorder should inform the umpire when a pitcher has delivered his/her maximum limit of pitches for the game. The umpire will inform the pitcher's manager that the pitcher must be removed. However, the failure by the pitch count recorder to notify the umpire and/or the failure of the umpire to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when the pitcher is no longer eligible.
11. Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.



12. A player may not pitch in a more than one game in a day. Except in JR/SR.
13. The withdraw of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. If any coach or opposing coach knows that a pitcher is not a legal pitcher for that game must notify the umpire prior to the game. The opposing coach will be in violation if he waits until the pitcher pitches then tells the umpire. Little League official are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
14. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against a pitcher's eligibility.
15. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Examples:

1. A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is NOT eligible to pitch in the resumption of the game because he/she has not observed the required day of rest
  2. A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher IS eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.
  3. A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes 2 weeks later. The pitcher IS eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.
16. All pitch count sheets must be returned to a Board Member or Concession Stand Manager at the end of each game, each night. **FINAL PITCH COUNT SHEETS ARE NOT TO BE REMOVED FROM THE CONCESSION STAND ONCE THEY ARE TURNED IN.**
  17. If a manager wants to inquire a pitcher's count from a previous game, they may review that games pitch count sheet ONLY in the presence of a Board Member.

**POOL PLAYER REGULATIONS:**

The intent of the Pool Player Option is to prevent forfeits/reschedules and NOT to supplement a team's roster.

Teams may request Pool Players if they expect a shortage of their normal roster players that would place the team at nine (9) players at the start of a game.

**\*\*\*Players on the roster MUST remain the first option\*\*\***

Pool Players MUST be used on a rotation basis (determined by the Player Agent). Managers, Coaches and parents do not have the right to randomly pick and choose players from the pool.

**\*\*\*Preferred Notification\*\*\***

At least 24- hour notice should be given to the Player Agent when possible. Coaches and/or parents do not contact pool players. The player agent will handle the entire process. Pool players can sign up at registration in the notes section or tell their managers. Managers should notify their division player agent of pool players. The player agent will put the list in alphabetical order and will contact players as needed on a rotational basis. If the player agent cannot find a pool player from the pool player list, the player agent can contact random players in that division.

Pool Player requests should be made 24 hours in advance when applicable

Pool Players will wear their own team's regular uniform

Pool Players are NOT allowed to pitch under any circumstances

Once a pool player is present to pool play, he MUST play the first 3 innings, even if the other player shows up for the game.

**\*\*\*ANY TEAM VIOLATING THIS SYSTEM IS SUBJECT TO A FORFEIT OF THE GAME IN QUESTION\*\*\***

## **All Star Information**

### **All Star Managers**

1. Managers will be selected by the division director and approved by the KALL president. All Star manager selection process includes but is not limited to conduct on and off the field, service to KALL players, and knowledge and experience.
2. All Star Team managers shall select their own coaches subject to approval by the Division Director and the President

### **All Star Players**

1. ONLY players from their respective divisions will make up the All-Star teams
2. All eligible players wanting to participate in the All Stars are invited to tryout.

The All-Star player agent, the division director, and the head player agent of the respective age group will determine and approve all rosters.

**\*Note:** The goal of All-Star play is to put the BEST players on the field to win District, State, Regional and World Series play.

