

Purpose: Teach good sportsmanship, develop fundamental baseball skills, instill a sense of fair play and encourage teamwork.

1) Eligibility

- a. Any child/student residing in the vicinity of Vernon, Chillicothe, Crowell, Quanah, Electra, Frederick at the age of 5 (by May 31st, current year), Pre-Kindergarten, Kindergarten, 1st Grade through 8th Grade is eligible to participate in the kid league baseball program.

2) Leagues

- a. **T-Ball** – 5 Year Olds, Pre-Kindergarten, Kindergarten
- b. **Midget League** (Pitching Machine) – 1st & 2nd Grade
- c. **Pee Wee League** (Kid Pitch) – 3rd Grade & 4th Grade
- d. **Intermediate League** (Kid Pitch) – 5th Grade & 6th Grade
- e. **Babe Ruth League** (Kid Pitch) – 7th Grade & 8th Grade

3) Administration

- a. Registration
 - i. Dates for registration will be set annually by the Director.
 - ii. No registration form(s) will be accepted after the draft unless approved by the Director.
 - iii. Director will be responsible for insuring the eligibility of each player.
 - iv. No registration refunds will be given after the draft has been completed.
 - v. If a child is placed on a team and the parent/guardian request for said child to be moved, a \$45.00 fee will be assessed. Fee shall be paid to the League Director prior to the move. All requested moves shall be submitted in writing, with attached fee to the director, on or before the date set by the League Director.
 1. Moves are not guaranteed and are at the sole direction of the League Director.
 - vi. Babe Ruth League – A minimum of 36 players will be needed for the league to be played. If 36 players do not sign up, parents will be contacted, and refunds will be issued.
- b. Team Specific Rules
 - i. No coach or player shall approach any sponsor for additional funds.
 - ii. No team shall practice at Kid League Park without League Director's approval.
 - iii. No team shall have more than three (3) advanced skilled players (traveling players) on their team.
 - iv. Minimum number of players required to start at game: seven (7) eligible players.
 1. Player substitution from the same league, lower or upper league shall not be permitted.
 2. A team who is unable to field at game time will forfeit. The scheduled game will not be rescheduled under any circumstances.
 - v. A first (1st) and second (2nd) place, and third (3rd) place medal will be given in all leagues. T-Ball players will receive a participation medal.

c. Protest

- i. Protests, during the game, shall be allowed for rule interpretations only. Protest of judgement calls shall not be allowed. **No protest shall be allowed after the game has ended.** League Director / Chief Umpire or League Director shall rule on all rule interpretation protests and their decisions shall be final.
- ii. Umpires shall work to settle all other situations on the field.

d. Player Participation

i. Absence from School

1. Players are not allowed to play if they have an unexcused absence from school the day of a scheduled game. Excused absence (doctor's appointment or funeral are considered excused absence) will permit the player to play. It is the responsibility of the Coach to ensure all players are eligible to play on the day of a scheduled game.
 - a. **Rule Penalty:** If an ineligible player participated in winning game, that game shall become a forfeit. Protests are not allowed.
2. Rule only applies during the school season.

ii. School Suspension

1. If a child is suspended from school, placed in ISS (In School Suspension) or placed into AEP (Alternative Education Program), the player will not be permitted to participate in any games until the player returns from being suspended / disciplined. It is the responsibility of the Coach to ensure all players are eligible to play on the day of a scheduled game.
 - a. **Rule Penalty:** If an ineligible player participated in winning game, that game shall become a forfeit. Protests are not allowed.
2. Rule only applies during the school season.

4) Alcohol, Drugs, Tobacco & Tobacco Related Products

- a. The use of ANY alcohol, drugs or tobacco and tobacco related products shall be prohibited by all participants (including but not limited to players, coaches, and umpires) within the confines of the parking lot, playing field, dugouts or Kid League Facilities.
 - i. **Rule Penalty:** Automatic suspension and disbarment from the league and Kid League Facility. If necessary, League Director has the option to contact local authorities to handle rule violation.

5) Sportsmanship & Ejections

- a. All players, coaches, managers, sponsors and spectators are expected to conduct themselves in a sportsmanlike manner at all times. The League Director has the authority to remove anyone from the event at any time for unsportsmanlike conduct. Any player, coach, manager, sponsor or spectator whose conduct is unbecoming or abusive shall at a minimum be reprimanded with a warning. If warranted, the offending party shall be ejected from the game at the discretion of the Umpires and / or the League Director.
- b. Any player, coach, manager, sponsor or spectator leaving their position or base, on the field, on the bench, in the dugout area or grandstands to participate in a fight, brawl or altercation shall be immediately ejected from the game and will be disbarred / suspended.

- c. Any coach, manager, sponsor or spectator ejected from a game shall immediately remove themselves from the vicinity of the playing field and / or grandstands for the remainder of the game. Any player ejected from a game shall either immediately remove them self from the vicinity of the playing field for the remainder of the game or be confined to the dugout area for the remainder of the game at the discretion of the League Director. Additional penalties may be assessed at the discretion of the League Director.

6) Coaches / Managers

- a. Each team shall consist of one (1) Head Coach and one (1) Assistant Coach. Any additional coaches at the time of draft are not guaranteed placement on their suggested team.
 - i. Coaches are picked by the League Director at their sole discretion.
- b. All Coaches / Managers will be responsible for insuring the eligibility of each player.
- c. At the start of each game, Coaches / Managers will provide League Director, or their designee, with a current team roster. Players not on roster will be ineligible for play except as authorized by the League Director.
- d. Winning Coach / Manager shall report the game score to the League Director, or his/her designate, **IMMEDIATELY** after each game.
 - i. **Rule Penalty:** First (1st) Offense: Warning; Second (2nd) Offense: League Director will not attempt to contact the Coach / Manager of either team and the following will take place:
 - 1. Each team will be awarded one (1) run each and be credited a half (1/2) win. Once the adjustment has been made; under no circumstances it will not be reversed.
 - ii. **Rule Exception:** This rule does not apply to our T-Ball League. No scores will be kept in this League. Note: Game Roster is still required.
- e. Only the Coach / Manager may request a timeout to consult with the umpire on a questionable ruling. Timeouts may not be called to consult with an umpire on a judgement call.
- f. At no time, other than to confer with a player or during an injury, should a Coach / Manager enter the field of play. This includes, but not limited to, inside the foul lines and the area around home plate.
- g. **All base/field coaches and dugout helpers shall be of age 18 or older.**

7) Dugouts

- a. Coaches will be responsible for assuring that only two (2) coaches including the Coach & Assistant Coach, game participant, batboy or girl (must be fifteen (15) or older), and scorekeepers are in the dugout.
- b. All players shall remain in the dugout at all times.
 - i. You may have one player “on deck”.
- c. Scorekeepers must sit in the dugout.
- d. Coach / Manager must remain in the dugout or inside the designated mark area just outside the dugout.
- e. After each game the Coach / Manager shall make certain that the dugout is clean and free from litter and / or equipment. All equipment shall be returned to the equipment room.

8) Player Protection

- a. Only rubber soled or rubber cleated shoes will be permitted. **No spiked cleats shall be worn.**
- b. All catchers shall wear mask, chest protector and helmet. Helmets shall not be shared between players.
- c. All batters and base runners shall wear batting helmets at all times.
- d. All players shall wear full uniform. Uniform must be the same color as other team members, including team cap. No shorts shall be allowed. Any player not in uniform shall not be permitted to play.

9) General Rules

- a. Fair ball bouncing over, under or through the outfield fence, will be considered a ground rule double.
 - i. **Rule Comment:** A ground rule double is a baseball rule that awards two bases from the time of pitch to all baserunners including the batter-runner, as a result of the ball leaving play after being hit fairly and leaving the field under a condition of the ground rules in effect at the field where the game is being played.
- b. Overthrows that leave the playing field (fence) shall only advance the runner one base.
- c. If a player is hurt during the game and no substitute is available, the injured player turn at bat will be skipped without penalty. The injured player may not return to the game after his turn at bat has been skipped.
- d. At the end of each inning, both scorekeepers shall meet to verify the score. If there is any discrepancy, it should be addressed at this time. If a mutual decision cannot be made, the League Director, or their delegate, shall be called upon. Game time can and will be paused if this needs to happen.
 - i. If there is any discrepancies post game, no action will be taken and the score reported by the winning team will stand. No protests shall be allowed.
- e. Tie Games will count as 1/2 game win for each team.
- f. Teams tied at the end of season for first (1st) place, second (2nd) place or third (3rd) place will be decided by which team beat whom during the regular season. If teams split during the season, then total run difference shall be used.
- g. Pitcher
 - i. Pitchers shall not pitch more than seven (7) innings in the same calendar day.
 - ii. Pitcher shall not pitch more than 10 innings in one calendar week. Monday – Friday
 - iii. As soon as a pitcher has delivered one pitch to a batter, the pitcher shall be considered as having pitched in one inning.
 - iv. If a relief pitcher comes in “cold” the umpire shall allow the pitcher to warm up properly with at least ten warm-up pitches.
 - v. Pitcher shall be permitted at least 5 warm up pitches when starting new inning.

10) T-Ball Specific Rules – 5 Year Olds, Pre-Kindergarten, Kindergarten

- a. Field Dimensions – sixty (60) feet between bases and forty (40) feet from home plate to pitcher’s mound. Pitchers rubber is thirty-five (35) feet from home plate.
- b. Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be fair.
- c. Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
- d. Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baseline.
- e. The defensive player listed as pitcher shall stay in contact with the pitchers’ plate until the ball is hit.
 - i. **Rule Penalty:** The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
 - ii. **Rule Additional Penalty:** First Offense (1st): Warning; Second Offense (2nd): Removal of player from the pitching position for the remainder of the game.
- f. Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.
 - i. **Rule Exception:** During the first two (2) weeks of game play, one (1) defensive coach may stand in the area behind second base.
- g. **All players shall play in their respected position. If the League Director deems necessary, position markers will be placed on the field to ensure compliance.**
- h. Pitchers Position: This position shall be rotated out during each inning.
- i. The Infield Fly Rule shall not be in effect at any time.
- j. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
 - i. Teams may start a game with seven (7) players. An eight (8th) & ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
- k. Teams may use free substitution on defense, but the batting order shall remain the same.
- l. Bunting shall not be allowed.
- m. A batter shall receive a maximum of four (4) swings to put the ball in play or be called out. No additional swings shall be awarded on foul balls.
- n. Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit.
- o. Runners shall only advance two (2) bases at a time. Example No.1; after hitting the ball, batter may only advance to second (2nd) base. Example No. 2; runner on first (1st) base may only advance to third (3rd) base.
 - i. **Rule Penalty:** First Offense: Warning; Second Offense: Warning; Third Offense: Runner shall be called out.
- p. A team may score a maximum of six (6) runs per inning, including the last inning or record three (3) outs.
- q. The game is over, when four (4) full innings have been played or when fifty (50) minutes has expired, whichever comes first.
- r. Cancelled Game: Any game cancelled in this league will not be rescheduled.

11) Midget League (Pitching Machine) Specific Rules – 1st Grade & 2nd Grade

- a. Field Dimensions – sixty (60) feet between bases and forty (40) feet from home plate to pitcher's mound.
- b. Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball (this includes a ball that is legally bunted).
- c. Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
- d. Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge at forty-two (42) feet from the rear point of home plate.
- e. Pitching Machine Speed: **30 M.P.H.**
 - i. At the discretion of the League Director / Chief Umpire, speed can be adjusted up or down. If this happens, all Coaches will be notified in writing.
 - ii. **Rule Penalty:** Any Coach / Team caught adjusting the speed will forfeit their game. Coach will automatically be disbarred / suspended and not allowed to coach for Kid League until further notice.
- f. **Pitching Machine Operator:** The Pitching Machine operator shall be an adult at least eighteen (18) years of age and shall not coach from this position.
- g. Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baseline.
- h. Complete roster must bat and every player shall play at least one (1) inning in the field.
- i. The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.
 - i. **Rule Penalty:** The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
 - ii. **Rule Additional Penalty:** First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.
- j. Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.
 - i. **Rule Exception:** During the first week of game play, one (1) defensive coach may stand in the area behind second base.
- k. The Infield Fly Rule shall not be in effect at any time.
- l. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
 - i. Teams may start a game with seven (7) players. An eight (8th) & ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
- m. Teams may use free substitution on defense, but the batting order shall remain the same.
- n. Bunting shall not be allowed.
- o. Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Malicious contact shall supersede all obstruction penalties. Malicious contact is solely up to the discretion of the Umpire.
 - i. **Rule Penalty:** The runner shall be called out and may be ejected from the game at the discretion of the Umpires.

- p. The batter shall receive a maximum of four (4) pitches. Once four (4) pitches have been thrown, the player is out.
- q. A player may not be Intentionally Walked by the defensive team.
- r. Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
- s. A runner who jumps over a player will be called out whether or not contact is made with the defensive player.
- t. A team may score a maximum of six (6) runs per inning.
- u. Umpires shall call “Time” after every play and declare the ball dead. “Time” shall be called as soon as all runners are not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule.
 - i. Rule Comment: When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.
- v. When a batted ball hits the pitching machine, the ball is dead, the batter is awarded first (1st) base and all runners shall advance one (1) base.
- w. **The game is over, when five (5) full innings have been played or when fifty (55) minutes has expired (the inning shall be finished out), whichever comes first.**
 - i. An imposed Mercy (run) Rule shall be used to complete a regulation game when one team’s margin of lead is greater than or equal to the listed run differential in the corresponding listed start inning. In enforcing this rule, the home team shall not bat if they are winning and the mercy requirement is met prior to the start of the bottom half of the listed inning. Similarly, if the home team is batting and meets the mercy requirement in the bottom half of a listed inning the home team shall cease batting and the game shall end.
 - 1. Mercy (run) Rule: fifteen (15) runs after three (3) innings.
 - ii. Weather Cancellation: three (3) innings shall constitute a complete game. If a game has started and is canceled due to weather and is under 3 innings, the game will be rescheduled as a new game, not a continued game.

12) Pee Wee League (Kid Pitch) Specific Rules – 3rd Grade & 4th Grade

- a. Field Dimensions – sixty (60) feet between bases and forty (40) feet from home plate to pitcher's mound.
- b. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
 - i. Teams may start a game with seven (7) players. An eight (8th) & ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available. Teams may use free substitution on defense, but the batting order shall remain the same.
- c. Complete roster must bat and every player shall play at least one (1) inning in the field.
- d. Nine (9) defensive players shall play in the field with three (3) outfielders. All outfielders shall stay behind the baseline.
- e. Batter is out on the third strike, even if the catcher drops the ball.
- f. Loose bases. Runners cannot lead-off. Runners shall not advance until a ball has been pitched.

- g. Runners shall not advance from third (3rd) base to home unless the runner is batted home, forced by a base on balls, hit batsman, overthrown balls to 1st, 2nd, or 3rd base (not from a pitch), or award from the Umpire. Runners shall not advance from third (3rd) base to home by stealing of the base. Runner shall not be allowed to lead-off.
- h. No player shall be Intentionally Walked.
- i. Any pitcher hitting three (3) batters in one game must be relieved if, in the umpires' judgement, the batter attempted to avoid being hit. The umpire shall issue a warning to the head coach after the second (2nd) batter is hit.
- j. A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game. If a pitcher is injured, he may return to the pitching mound upon approval of the umpire.
- k. A team may score a maximum of six (6) runs per inning.
- l. The game is over, when four (4) full innings have been played or when sixty (60) minutes has expired (the innings shall be finished out), whichever comes first.
 - i. An imposed Mercy (run) Rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the listed run differential in the corresponding listed start inning. In enforcing this rule, the home team shall not bat if they are winning and the mercy requirement is met prior to the start of the bottom half of the listed inning. Similarly, if the home team is batting and meets the mercy requirement in the bottom half of a listed inning the home team shall cease batting and the game shall end.
 - 1. Mercy (run) Rule: fifteen (15) runs after three (3) innings; ten (10) runs after four (4) innings; eight (8) runs after five (5) innings.
 - ii. Weather Cancellation: three (3) innings shall constitute a complete game. If a game has started and is canceled due to weather and is under 3 innings, the game will be rescheduled as a new game, not a continued game.

13) Intermediate League (Kid Pitch) Specific Rules – 5th Grade & 6th Grade

- a. Field Dimensions – seventy (70) feet between bases and forty-eight (48) feet from home plate to pitcher's mound.
- b. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
 - i. Teams may start a game with seven (7) players. An eight (8th) & ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
- c. Teams may use free substitution on defense, but the batting order shall remain the same.
- d. Complete roster must bat and every player shall play at least one (1) inning in the field.
- e. Nine (9) defensive players shall play in the field with three (3) outfielders. All outfielders shall stay behind the baseline.
- f. Loose bases. Runners can lead-off, but not advance until a ball has been pitched.
- g. In order to speed up the flow of the game the one-foot in one-foot out rule will be in effect after taking position in the batter box.

- i. **Rule Penalty:** Violation of this rule will result in a called strike by the umpire without a pitch being thrown.
- h. No Balk Rule
- i. A player may only be Intentionally Walked once per game by announcement from the defensive team.
- j. Any pitcher hitting three (3) batters in one game must be relieved if, in the umpires' judgement, the batter attempted to avoid being hit. The umpire shall issue a warning to the head coach after the second (2nd) batter is hit.
- k. A team may score a maximum of six (6) runs per inning.
- l. The game is over, when five (5) full innings have been played or when seventy-five (75) minutes has expired (the inning shall be finished out), whichever comes first.
 - i. An imposed Mercy (run) Rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the listed run differential in the corresponding listed start inning. In enforcing this rule, the home team shall not bat if they are winning and the mercy requirement is met prior to the start of the bottom half of the listed inning. Similarly, if the home team is batting and meets the mercy requirement in the bottom half of a listed inning the home team shall cease batting and the game shall end.
 - 1. Mercy (run) Rule: fifteen (15) runs after three (3) innings; ten (10) runs after four (4) innings; eight (8) runs after five (5) innings.
 - ii. Weather Cancellation: three (3) innings shall constitute a complete game. If a game has started and is canceled due to weather and is under 3 innings, the game will be rescheduled as a new game, not a continued game.

14) Babe Ruth League (Kid Pitch) Specific Rules – 7th Grade & 8th Grade

- a. Field Dimensions – seventy (70) feet between bases and forty-eight (48) feet from home plate to pitcher's mound.
- b. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
 - i. Teams may start a game with seven (7) players. An eight (8th) & ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
- c. Teams may use free substitution on defense, but the batting order shall remain the same.
- d. Complete roster must bat and every player shall play at least one (1) inning in the field.
- e. Nine (9) defensive players shall play in the field with three (3) outfielders. All outfielders shall stay behind the baseline.
- f. Loose bases. Runners can lead-off, but not advance until a pitched ball has passed home plate.
- g. In order to speed up the flow of the game the one-foot in one-foot out rule will be in effect after taking position in the batter box.
 - i. **Rule Penalty:** Violation of this rule will result in a called strike by the umpire without a pitch being thrown.
- h. No Balk Rule
- i. No player shall be Intentionally Walked.

- j.** Any pitcher hitting three (3) batters in one game must be relieved if, in the umpires' judgement, the batter attempted to avoid being hit. The umpire shall issue a warning to the head coach after the second (2nd) batter is hit.
- k.** A team may score a maximum of six (6) runs per inning.
- l.** The game is over, when five (5) full innings have been played or when seventy-five (75) minutes has expired (the innings shall be finished out), whichever comes first.
 - i.** An imposed Mercy (run) Rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the listed run differential in the corresponding listed start inning. In enforcing this rule, the home team shall not bat if they are winning and the mercy requirement is met prior to the start of the bottom half of the listed inning. Similarly, if the home team is batting and meets the mercy requirement in the bottom half of a listed inning the home team shall cease batting and the game shall end.
 - 1.** Mercy (run) Rule: fifteen (15) runs after three (3) innings; ten (10) runs after four (4) innings; eight (8) runs after five (5) innings.
- m.** Weather Cancellation: three (3) innings shall constitute a complete game.