
WESTERN KIWANIS FALL BASEBALL LEAGUE RULES

1. Teams.

- A. Each team shall consist of no less than ten(10) uniformed players nor more than fifteen(15) players.
- B. No additions or changes can be made in any team's roster without the consent of the Commission. This includes trades between teams and dropping any player from the roster once the player has been picked to play with the team.

3. Age.

Any boy/ girl who will not attain the age of 18 before May 1 and any boy/ girl who attains the age of 12 before September 1 of any given calendar year, shall be eligible to active membership in the League and may participate in any and all of the activities during the year.

4. Legal Games.

- A. Games shall be played seven innings. No new inning will start after 1 hour 45 minutes. The inning begins upon completion of the last out of the previous inning. The umpires will determine that starting time of each game and designate a timepiece as the official timepiece.
- B. **10-Run Rule** – A baseball game shall end any time after four innings, or after three and one-half (3-1/2) innings when a team is **10** or more runs behind and has completed its turn at bat.
- C. Should a game be suspended because of weather(if the games is made up) it will be made up from the point at which it was postponed.

5. Umpires and Coaches.

- A. There shall be two approved umpire at each game.
- B. Umpire in chief shall be behind the home plate, whenever possible. He shall have the power to overrule on all decisions.
- C. Coaches as well as managers shall be assigned by the Commission.
- D. No game will be postponed because of an absence of assigned umpires. If the umpires do not show up for a game, the managers of each team will take appropriate steps to see that an official game is played.

6. Scorekeepers.

The manager of the home team shall supply a competent scorekeeper. Runs and innings are the only records required. The umpires will record the innings pitched by each pitcher.

7. Forfeiture and Protest.

- A. No team shall be permitted to begin a ball game with less than seven (7) players in complete uniform. Teams will not be permitted to continue a game with less than seven players.
- B. Protesting an error in a rule interpretation will be allowed. The protest must be done in accordance with baseball rules. Notification must be made to a commissioner, in writing within 48 hours. If the protest is upheld the game will be replayed from that point, only if it affects the final standings. Protest decisions will be governed by normal baseball rules and the commissioner's decision is final.
- C. In the case of a team violating the playing rules, appropriate action will be taken by the commission. This action could consist of (but not limited to) replaying the game, playing the game from the time of the infraction, or forfeiture of the game.

8. Playing Rules.

The High School Federation Rules shall be the rules of the League. Fall League Rules supersede High School Federation Rules.

9. Schedule

- A. The schedule of games shall be approved by the Commission.
- B. Games shall be scheduled to give teams sufficient rest between scheduled games.
- C. The team name appearing first on the schedule is the visiting team. The visiting team will:
 - 1) Use the first base side dugout;
 - 2) Bat in the top of each inning;
 - 3) Bring the bases and put them on the field no later than 30 minutes before the scheduled starting time of the game;
 - 4) NO PRACTICING ON THE INFIELDS BEFORE ANY GAME
 - 5) No infield/outfield warm-up is permitted prior to a second game scheduled.

The team name appearing second on the schedule is the home team. The home team will:

- 1) Use the third base side dugout;
 - 2) Bat in the bottom of each inning;
 - 3) Collect the bases after the game and put them away, if there is no game following on that diamond on that day;
 - 4) NO PRACTICING ON THE INFIELDS BEFORE ANY GAME
 - 5) No infield/outfield warm-up is permitted prior to a second game scheduled.
- D. Rain outs. If a game is postponed or suspended, it will be rescheduled as soon as possible. Sufficient notification will be given to each team.

10. Pitchers.

- A. No pitcher will be allowed to pitch more than 4 innings in any calendar week. (A calendar week is Monday through Sunday_
- B. A pitcher will be allowed an extra 2 innings of pitching during a week in which his team plays 3 games. The following conditions apply:
 - 1. The pitcher is allowed the extra 2 innings during the 3rd game of that week;
 - 2. The pitcher may not pitch more 4 innings in any game.
- C. If a pitcher is replaced as a pitcher, he may not pitch again in that same game;
- D. The balk rule will not be enforced by the umpires in the PREP League. Time will be called and the umpires will inform the pitcher of the balk and instruct the pitcher on the correct procedure.
- E. Pitchers will be allowed 7 warm-up pitches at the start of the game;
Pitchers will be allowed 5 warm-up pitches before each inning;
Pitchers will be allowed 7 warm-up pitches if entering the game as a relief pitcher

11. Line Ups.

Before the starting of each game during the season, the manager of each team shall provide an accurate batting order and a listing of all uniformed players, whose names have been registered with the Commission, to the opposing manager. This list of players shall include the first name, last name and uniform number of each player. In addition, the manager must inform the opposing manager if any of his players will be withheld from satisfying the participation rule because of injury, illness, or disciplinary reason.

12. Miscellaneous Rules

- A. A courtesy runner will be mandatory for the catcher when there are 2 outs. The player who has made the last out in the will be used. This rule does not have to be followed during the 7th inning or beyond.

THERE WILL BE NO COURTESY RUNNERS ALLOWED FOR ANY OTHER REASON.

- B. To provide sufficient playing time for all players, the following rules will be enforced:

1. A continuous batting order will be used. That is, all players attending a game will be in the batting rotation for the entire game.
2. A player at a games must play a minimum of 6 outs in the field.
3. If an offensive player is unable to remain in the game(ex. injury), the last out will replace that player. The player is removed from the line-up and can no longer play in the game. In addition, when that player's location comes to bat, it will NOT be an automatic out.

- C. A \$110 fee is required from each player.

- D. If a player is warming up a pitcher on the playing field, he must wear protective head gear and a protective cup. If a player is coaching a base, he must wear a batting helmet.

- E. Any player, coach, or manager throwing equipment or using foul language will be ejected from the game and suspended from the next scheduled game. The 2nd offense - 3 game suspension, 3rd offense - one year suspension. In addition, any player, coach, or manager ejected from a game for any reason will be suspended from the next scheduled game pending a review by the commission. When a person is ejected from a games, that person must leave the ball park..

- F. No metal spikes will be permitted in the Prep League. Metal spikes are permitted in the Junior and Senior Leagues.

- G. Players shall not intentionally collide with nor attempt to hurdle any other player. In the case of a runners intentionally colliding with or attempting to hurdle a fielder, the runner will be called out and may, at the umpires discretion be ejected from the game. A runner leaving the ground head or feet first in an attempt to take out a defensive player will be ejected from the game followed by player disciplinary action. The decision may be subject to league review. All base runners must slide, or stop and give themselves up, run around a defensive player(however runners may not avoid a tag by running more then 3 feet out of the baseline) if the defensive has possession of the ball. NOTE: A player may have incidental contact without being called and ejected from the game by the umpire. The determination of intentional and incidental contact is at the sole discretion of the umpire and is not subject to appeal.

If a defensive player is not in possession of the ball, he cannot block the base or be in the base path so as to impede or obstruct the base runner right to that base. Under such circumstances, the umpire will call obstruction. This would allow the runner/batter to be called safe and to be allowed base advancement upon the umpire discretion. Also, under these circumstances, runner/batter will follow the rules outline in paragraph above. In addition, if the obstruction is flagrant, the defensive may be ejected from the game.

- H. Hidden Ball Trick not allowed.

Penalty: 1st offense in a game, the play is nullified;
2nd offense in the same game - Forfeiture of game.

- I. Time Outs/Conferences: The Offensive Team will be allowed 2 Coach/Player/Runner Time Outs per game.

- J. If a team is playing a game with less than 9 players, when the vacant batting position comes to the plate, it will **not** be considered as an out.

- K. Players must wear an Official Kiwanis baseball cap and shirts must be tucked in. Any player not in a complete uniform must be removed from the game.

N. Bat Restriction.

1) In the Prep League, we have the following restrictions:

- No longer than 34 inches
- No specific weight/length ratio limit
- Wood, metal or composite is allowed
- Non-wood and multi-piece wood bats must be either BBCOR or USABat certified
- Barrel diameter for any bat may be no larger than 2 5/8"

* A complete of approved bats can be found at USABAT.com

2) In the Junior and Senior Leagues, the HS Federation rule applies.

O. **Jewelry** shall not be worn except for religious or medical medals. A religious medal must be taped and worn under the uniform. A medical alert medal must be taped and may be visible.

Jewelry Rule:

- a) 1st offense, player removes or covers item, player and manager warned.
- b) 2nd offense, manager is restricted to the bench.
- c) 2nd offense for the same player, he/she is ejected.

Play-off Rules.

1) Junior and Senior League seeding for play-offs based on the following criteria:

- a) Better record;
- b) Head-to-head record;
- c) Least runs allowed;
- d) Coin flip.

Prep League - Each team will be seeded randomly.

2) Substitution/Participation Rule - Same as league play.

3) In the event of extra innings, the game will be played without putting the last player who made an out as a runner on 2nd base. The game will be continued until a winner is determined.

4) Time Limit

PREP LEAGUE – The championship game will have a 2 hour time limit.

JUNIOR + SENIOR LEAGUE - The championship game will be 7 innings.

5). All games will have a 1 hour 45 minute time limit. If a game is tied at the end of regulation or at the end of the time limit, the game will be continued until a winner is determined.

DIFFERENCES BETWEEN HIGH SCHOOL FEDERATION RULES AND MAJOR LEAGUE RULES

Below is a list of the differences between major league and HS rules. If you wish to order your own copy of the HS rule book, I have included their website. www.nfhs.org

Rule 1-3-4 (1.04) **Non-wood bat.** In diameter at its thickest part 2 5/8 or less. In weight, a bat shall not weigh more than 3 oz less than the length of the bat in inches(e.g. a 33-inch-long bat cannot be less than 30 oz).
Kiwanis rule in the Prep League(13 yr. olds), there will no restriction on bats. In all other Kiwanis leagues, we will use the HS rule known as the (-3 rule). In addition, starting the bat must have **BBCOR** certification mark. BBCOR means BATTED BALL COEFFICIENT OF RESTITUTION.

Rule 1-5-1. Any offensive player on the field of play must wear a batting **helmet**. The helmet cannot be intentionally removed while a player is in live-ball territory and the ball is live.

Rule 1-5-12 **Jewelry** shall not be worn except for religious or medical medals. A religious medal must be taped and worn under the uniform. A medical alert medal must be taped and may be visible.

Rule 2-4-3 **Intentional Walk** - An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count. The ball shall be declared dead before making the award.

Rule 2-22-1 (2.00, 7.06) **Obstruction** is an act(intentional or unintentional, as well as physical or verbal) by a fielder, any member of the defensive team or its team personnel that hinders a runner or changes the pattern of play or when a catcher or fielder hinders a batter. When obstruction occurs, the ball becomes dead at the end of playing action and the umpire has the authority to determine which base or bases shall be awarded the runners according to the rule violated.

A **fake tag** is an act by a defensive player without the ball that simulates a tag. A fake tag is considered obstruction.

The fielder without possession of the ball denies access to the base the runner is attempting to achieve. This is also considered obstruction.

5-1-1k **Balk** - When a balk is called the play is dead.

Courtesy Runners - HS rules allow for courtesy runners in many situations. We continue to require a courtesy runner for the catcher and only when there are two outs. This rule will be mandatory.

Time Limit - We will continue a one hour and 45 minute time limit for all of our games. In addition, the commissioner has the discretion to terminate a game. This would occur in rare situations, when the time limit has been exceeded and the outcome is not in doubt.

Trips to the Mound - We will implement the HS rule. This states that a defensive team is allowed 3 defensive meetings in a game without removing the pitcher(as a pitcher). On each subsequent trip, the pitcher must be removed as a pitcher.---

This next list of statements pertains to various aspects of Obstruction and Interference by offensive and defensive players. This is covered in the HS rule book, but I wanted to summarize the important points.

- 1) The fielder without possession of the ball cannot deny access to the base the base runner is attempting to achieve.
 - 2) An offensive player must avoid unnecessary contact with a defensive player.
 - 3) An offensive player must slide directly to the base.
 - 4) If a defensive player is in the base path illegally, the offensive player must avoid unnecessary contact, even if the offensive player has to go outside the base line.
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