

HUDSON KIWANIS BASEBALL MAJOR (11/12) LEAGUE RULES

A. JURISDICTION

- 1) These rules apply to all games played between two Hudson Kiwanis Baseball teams and games played in Hudson against teams from other communities or organizations. Games played by Hudson Kiwanis Baseball teams in other cities or communities may be subject to different rules.

B. FIELD DIMENSIONS

- 1) Base path distance: 70 feet
- 2) Distance from pitcher's mound to home plate: 50 feet

C. GENERAL GAME RULES

- 1) Regulation games will consist of 6 innings. The exception to this rule is that no new inning will begin after two (2) hours and fifteen (15) minutes ("curfew") from the scheduled start time.
 - a. Weather delays shall not count against the time limit.
- 2) In the event of darkness or sudden inclement weather, as determined by the umpire, a game will be rescheduled if less than four (4) innings are completed. If the home team is winning after three and one half (3 ½) innings the game will end and be considered a full regulation game with an official score.
- 3) Tie games that are halted due to darkness or weather will be rescheduled and resumed from the exact point at which they were halted in the original game.
 - a. If a pitcher reached the maximum number of outs in the original halted game, he/she may NOT pitch again in the resumed game.
 - b. The time limit for the completion of the game shall be the time limit remaining when the original game was stopped.
- 4) Tie games that are halted due to curfew shall be recorded as a tie game.
- 5) An inning shall consist of three (3) player outs or a total of five (5) runs scored for that inning, whichever comes first. The sixth (6th) inning and all extra innings will be unlimited run innings.
- 6) Each team will field nine (9) players.
- 7) A game will be forfeited if a team cannot field seven (7) players and one certified coach fifteen (15) minutes after the scheduled start time.
- 8) It is essential that the games start on time. The home team will be allowed ten (10) minutes of infield time, beginning 25 minutes prior to the scheduled start of the game. The visiting team will be allowed ten (10) minutes of infield time beginning 15 minutes prior to the scheduled start of the game. Both of these conditions are allowed only if time permits. No live batting practice is permitted prior to the game.
- 9) A game shall officially end if a team is ahead by fifteen (15) runs after the losing team has batted four (4) times, or is ahead by ten (10) runs after the losing team has batted five (5)

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times.

- 10) No player, spectator, manager, coach, or other team designate is allowed behind the backstop at any time during the game. The spectator area shall not be closer than 25 feet from the backstop.
- 11) The first team on the schedule is considered the home team.
- 12) The home team sits at the first base side of the field.
- 13) If thunder is heard and/or lightning is seen, the game will be immediately stopped for thirty (30) minutes. All persons, including coaches, players, umpires, and spectators need to immediately move to a safe area for the waiting period. During the thirty (30) minute waiting period, if thunder is heard and/or lightning seen, a new thirty (30) minute waiting period shall begin. **STAY OFF THE FIELDS, STAY AWAY FROM OPEN AREAS, AND STAY AWAY FROM TALL TREES.**
- 14) Metal cleats are not allowed.
- 15) The winning coach is responsible for recording the score via the league website.
- 16) All players must wear the uniform that the league furnishes. This includes the team shirt, the team pants, and the team hat; if any hat is worn. Uniforms not worn or altered will result in a player not being able to play and/or ejected from the game.

D. PLAYER RULES

- 1) All players must play a minimum of two (2) complete innings in the field within the first five (5) innings. Any attempt to bypass this rule may result in a forfeit game.
- 2) Free substitution during a game is allowed, except for a base runner. The base runner may only be substituted if injured, or if it is the catcher and there are two (2) outs. The last possible player that can bat who is not on base on that team shall become the substitute base runner.

E. COACHES RULES

- 1) Coaches are not permitted on the field while their team is on defense, except during a timeout.
- 2) Coaches are not permitted on the playing field when the opposing team is on defense, except in emergency situations, such as injury to any player.
- 3) A coach/adult must be present in the dugout/bench areas at all times. If a spectator must be used to fulfill this requirement, he/she must be at least 18 years of age.
- 4) The only individuals permitted in the dugout/bench area at any time are the players, coaches, and spectators at least 18 years of age.
- 5) No bat boys or bat girls will be permitted!

F. PLAYER SAFETY SPECIFICS

- 1) Catchers must wear full protective gear, including face mask helmet with throat guard, chest

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protector, right and left leg protectors, and a catcher's glove. Additionally, male catchers must wear a cup. This full protective gear must be worn at all times while receiving a pitched ball, including warming up a pitcher, either on or off the playing field. Exception: adults over 18 years of age acting as warmup catchers are required to wear a protective face mask only. No person shall be permitted to catch in either a warmup or game situation unless these provisions are met.

- 2) Head first sliding will not be permitted into any base. A player will be called out if he/she slides head first. However, a base runner is permitted to "dive" back to the base if only within a reasonable short distance.
- 3) "Bull dogging" is not allowed. A runner shall not deliberately crash into a defensive player.
- 4) Violation of the bulldogging or rule will result in the base runner being called out. Flagrant violations of these rules will result in the base runner being ejected from the game due to unsportsmanlike conduct. This is a judgment call by the umpires.
- 5) The only batter allowed on the playing field will be the batter at the plate. The "on-deck" batter must remain in the dugout/behind the fence until his/her turn at the plate.
- 6) Only the batter at the plate shall be allowed to hold a bat. No other offensive player shall be allowed to touch a bat while in the dugout or behind the fence, including the "on-deck" batter.
 - a. Bat handling rule enforcement will be:
 - (i) 1st offense – both teams are warned,
 - (ii) 2nd and subsequent offenses – player(s) will be ejected.
- 7) No batting doughnuts will be permitted.

G. GAME SPECIFICS

- 1) Runner advancement on a passed ball or wild pitch, and base stealing, will be permitted.
- 2) Runners are permitted to leave their base when the ball leaves the pitcher's hand.
- 3) A dead ball will exist only after the defense has stopped making a play on the runner and the runner has stopped movement to the next base. Time should then be called by the umpire.
- 4) Once the runner leaves a base, the ball is live, and the runner must advance, or return to the previously occupied base, at his/her own risk. No "free" return to the base will be allowed.
- 5) If the ball is overthrown and out of play, the runner may only advance one base from the time that the ball was thrown. The play is dead once the ball is ruled out of play by the umpires.
- 6) If a base runner leaves the base before the ball is released by the pitcher, that runner will be called out by the umpires. There will be no warnings or exceptions to this rule.
- 7) The infield fly rule shall apply. This rule states that a batter is out when a fair ball can be caught by an infielder with ordinary effort, when there is a force in effect at third base, and before two outs have been made. The batter is out, the ball remains live, and base runners may advance at their own risk as a result of the ball being caught and/or dropped. Any and all of the umpires can and should call out, "Infield fly, the batter is out!" as soon as the fair ball is presumed to be catchable as above. Additionally, in the spirit of learning, offensive and/or

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defensive coaches are allowed to remind players of a possible infield fly situation prior to the pitcher assuming his/her stance and a pitch being thrown to the batter.

H. BATTER RULES

- 1) Bunting is allowed.
- 2) Normal dropped third strike rule applies. i.e. the batter may attempt to advance to 1st base on a dropped third strike provided either (1) there are two outs, or (2) there are less than two outs and 1st base is unoccupied.
- 3) All players will bat in a predetermined order.
- 4) Bats will have a maximum length of 33 inches and a maximum barrel diameter of 2-3/4 inches.
- 5) All players must wear protective head gear while at bat and on the bases.

I. PITCHING RULES

- 1) A pitcher will be removed from pitching if he or she hits 3 batters in 1 inning, or hits a total of 4 batters during a single game.
- 2) Pitchers will pitch a maximum of 9 outs per game and a maximum of 12 outs per day.
- 3) A pitcher's first pitch thrown will constitute one out for the pitcher.
- 4) Once a pitcher is removed, that player can only return to pitch one time during the course of the game.
- 5) A coach can visit a single pitcher on the mound a maximum of one time in a single inning and a maximum two times in a game prior to the visit to remove that pitcher from the mound.
- 6) Pitchers starting an inning shall receive five (5) warm up pitches. New pitchers entering the game, once a half inning has begun, will receive no more than eight (8) warm up pitches.
- 7) If a game is halted and to be resumed on another day, it is considered the same game and the out count will follow the pitchers to the rescheduled resumption game.
Example: A pitcher throws 5 outs in a game on Monday. The game is halted due to lightning. The resumption game is rescheduled for Friday. The pitcher may only throw 4 more outs in the resumed game on Friday.
- 8) Intentional walks are permitted. All pitches must be thrown.

J. STAFF CONDUCT

- 1) Only the manager or his/her designate may approach or question the umpire on any matter whatsoever. A designate must be reported to the umpire in charge before the start of the game. The person approaching the umpire must remain the same person throughout the game. In the event that this person must leave the field, the umpire shall be notified immediately of the new team designate for the remainder of the game.

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- 2) The umpire will eject a player or coach from the game for abusive or foul language. Following the game, the umpire must report the ejection to the umpire coordinator. The umpire coordinator will then report the ejection to the league commissioner and the league director.
- 3) Managers are responsible for the conduct of their teams, including players and staff. Managers shall also, to the best of their ability, monitor and control the conduct of the parents and the spectators on their side of the field. Managers shall make every reasonable effort to discourage harassment of any player by the players or spectators on their side of the field. Managers may remind these spectators that the umpire has the authority to eject a spectator from the arena for unsportsmanlike conduct, such as harassment or foul language.
- 4) Managers must conduct themselves in a sportsmanlike manner at all times, and they should always be an example of good sportsmanship for their players and the spectators. Poor sportsmanship may be reported in writing to the league commissioner. As needed, the league director will determine disciplinary measures.
- 5) Any action by a manager or member of the managerial staff that is deemed inappropriate by the umpire can result in a warning and/or ejection from the game site/arena.
- 6) If any team member (including managerial staff) and/or spectator is ejected from the game by the umpire, he/she will IMMEDIATELY leave the park site/arena in a sportsmanlike manner. If necessary, a member of the team's staff may be designated as manager to allow the continuance of play. If no other staff member is available, the umpire may designate a willing parent to continue the game as manager.
- 7) If a manager, coach, or assistant coach is suspended, he/she will not be allowed to attend any games during the period of suspension, although he/she may attend team practices.

K. GAME PROTESTS

- 1) Procedure: Before the next pitch, the plate umpire and the opposing coach have to be advised that the game is being played under protest, unless the protest is being made on the last play of the game. If the protest is made on the last play of the game, an umpire must be notified before all of the umpires have left the immediate playing field area. The reason for the protest must be clearly stated. No protest will be considered unless the following takes place:
 - a. The protesting coach must contact the league commissioner within 24 hours with details of the protest; provided RULE J1 has been properly followed.
 - b. The league commissioner and league director will determine the outcome of the protest in a timely manner.
 - c. Failure to follow this entire procedure negates any policy of a protest.