

KINGSTON YOUTH BASEBALL LEAGUE (KYBSL)

Official Playing Rules

Last Updated February 2010



APPROVED
KYBSL BOARD OF DIRECTORS
February, 2010

INTRODUCTION

Cal Ripken Baseball Official Regulations and Playing Rules for the then current year apply to play for the Major and Minor Leagues in the Kingston Youth Baseball League (KYBSL). The purpose of the following "Local Rules" is to supplement the Cal Ripken Baseball rules, not amend or replace them. In cases of conflict (inadvertent or otherwise), the Cal Ripken League Baseball rule shall take precedence.

While changes in local league regulations may sometimes be necessary, such changes should be undertaken with great caution. A thorough examination of each change must be made to avoid conflicts with other rules and the creation of situations in which adults can inappropriately influence a situation at the expense of the children.

These rules may be modified from time to time pursuant to a majority vote of the KYBSL Board of Directors.

1.0 GENERAL RULES

1.1 FIELD DECORUM

Any player suspended by the umpire during a game will be automatically suspended for the remainder of the game and for his/her team's next scheduled game. Any player so suspended must be reported within **24 hours** to the KYBSL Board of Directors. The KYBSL Board of Directors may, by mutual consent, impose additional penalties if warranted.

In the event of excessive harassment, rudeness, abusive or otherwise obnoxious behavior by any parent, spectator, toward any player, coach, or Umpire during the game, the following shall occur in accordance with the Leagues' Zero Tolerance Policy:

First Offense: Umpire will verbally warn the offender to refrain from such behavior.

Second Offense: Umpire will ask the offender to leave the complex and its vicinity. If the offender refuses to leave on his/her own, the Kingston Police will be called to escort the person from the premises.

- 1.1.1 All players, managers and coaches shall conduct themselves with decorum on the field.
- 1.1.2 Players, managers, and coaches shall not attempt to distract the opposing pitcher or batter in any way.
- 1.1.3 Every player, unless he is at bat, on deck, coaching, or playing in the field, must be in the dugout, except when assigned by the manager to warm up or shag balls.
- 1.1.4 All managers and coaches must stay within designated dugout area.
- 1.1.5 Only the batter and player on deck are to have bats in their hands.
- 1.1.6 No food or beverage will be allowed on the field during the game. Only water (drink) is allowed in the dugout during the game.
- 1.1.7 Managers, coaches and parents shall not attempt to intimidate or influence the decision of any umpire.
- 1.1.8 No team may have more than a total of 1 Manager / 2 Coaches / 1 Scorer in the dugout at any one time during the game.
- 1.1.9 No helmets or bats are to be thrown or rolled across the playing field. All equipment must be hand carried.

1.2 OFFICIAL SCORER

The home team's scorer shall be the Official Scorer for each game.

1.3 GAME REPORTS

The manager of the winning team is responsible for submitting the game result to the division coordinator within **24 hours** after completion of a game.

1.4 SEASON

A season begins upon completion of the draft or team formation for each division and extends through the last game in which an individual player's team participates which is to include the games of any KYBSL Tournament team to which the player is named.

1.4.1 Teams may begin practice at approved facilities when the KYBSL Board of Directors permits such practice times.

1.5 TEAM UNIFORMS AND EQUIPMENT

The League shall provide all necessary uniforms.

1.5.1 All players must wear complete uniforms. Any part of the undershirt exposed to view shall be of uniform color (not white) for all players on a team.

1.5.2 Metal wristbands of any type shall not be allowed.

1.5.3 Shoes with metal spikes are NOT permitted. Shoes with molded rubber cleats are permissible.

1.5.4 The batter must wear a batting helmet with ear flaps.

1.5.5 The catcher must wear a mask during practice, pitcher warm-ups and games. All catchers must wear a protective cup.

1.5.6 The pitchers glove shall be uniform in color. No pitcher shall wear sweatbands on wrists.

1.5.7 All equipment must be off the playing field during the game. Base runners and player coaches must wear batting helmets.

1.5.8 All practice and game balls will be played with a Cal Ripken approved baseball provided by KYBSL.

1.6 DECISIONS OF THE BOARD OF DIRECTORS

The Board of Directors may delegate decision making authority to expedite decisions in situations which occur between regularly scheduled Board meetings and which must be acted upon before the next scheduled meeting. The individual(s) so empowered by majority vote of the Board may call a special meeting if desired.

1.7 GAME FORFEITS

The Board of Directors makes decisions on forfeits. As a matter of policy, the Board will uphold declared forfeits unless the manager of the forfeiting team can demonstrate extraordinary circumstances which affected the ability of the team to field nine players for the game in question.

1.8 PLAYOFFS FOR “MAJOR” AND “MINOR” LEAGUES

1.8.1 Majors and Minor League playoffs shall follow a double elimination format.

1.8.2 All teams in the league shall be eligible for the playoffs.

1.8.3 Playoff position will be determined by regular season standings (excluding any cross-town games) with normal tiebreaking procedures as determined by the division coordinator.

1.8.4 Regular season rules shall remain in effect for all intra-league playoff games, unless otherwise noted.

1.90 RAINED OUT GAMES

Rained out games shall mean any game unable to be played due to weather or field conditions.

1.9.1 To cancel a game because of inclement weather, if the league has not already cancelled activities, both coaches must decide to cancel the game. If necessary, the Umpire will be the tiebreaker.

1.9.2 Rained out games must be played or completed at the first open date. Failure to do so may result in a forfeit. **The Division Coordinator and Team Managers are responsible for working together to reschedule rained out games.**

1.9.3 The priority in scheduling rained out and tied games shall be:

First - Major League

Second – Minor League

Third – Rookie League

Fourth - Farm League

Fifth – T-Ball

1.9.4 An official game, regularly scheduled or make-up, shall take precedence over any practice. This rule applies to all divisions and to any intersections between divisions.

1.10 RESCHEDULING OF SCHEDULED GAMES

Rescheduling of any scheduled game for reasons other than weather will be done only under extremely unusual circumstances, and at the discretion of the Division Coordinator.

1.11 GAME PROTESTS

The Division Coordinator will rule on all protests. If a satisfactory decision cannot be determined the KYBSL Board of Directors will rule.

1.12 MANAGER MEETINGS

The Division Coordinator will meet with all Managers prior to the beginning of the season and go over rules and other notes of interest.

1.13 OFFICIAL REGULATIONS AND PLAYING RULES

All managers and/or designated coaches are required to read and be familiar with the current KYBSL Rules and Regulations as well as Cal Ripken, Inc.

1.13.1 If any manager and/or designated coach violate Rule 1.13, the Board of Directors will impose the appropriate penalty. This may include suspension or removal.

2.0 “MAJOR 70” LEAGUE

The Major 70 division plays to the Official Rules of Baseball (OBR) as defined in the Babe Ruth League, INC. Rules and Regulations Book distributed to all coaches. The ball is live at all times unless time is granted by the one or more Umpires. Runners are allowed to lead and steal at will and at their peril. Pitchers shall pitch from one of the two legal pitching positions (OBR 8.01 (a) & (b)) and are subject to all provisions and penalties as provided in OBR 8.00 with the exceptions provided in 2.5 of this document.

Batters may advance on a 3rd strike not legally caught by the catcher under the provisions of OBR 6.05(b) & (c).

2.1 “MAJOR” LEAGUE COORDINATOR

The responsibilities of the Major League Director are:

- A. Insure league compliance with Cal Ripken, Inc. Official Regulations and Rules;
- B. Conduct the Major League draft using the procedures set forth in Section 2.3 (Draft)
- C. Coordinate annual summer try-outs with other League Coordinators;
- D. Insure league compliance with the KYBSL local rules as defined in Section 1.0 (General Rules) and Section 2.0 (Major League).
- E. Conduct pre-season manager meeting and any others needed throughout the season collect game results and report to League Information Officer daily.
- F. Collect all Ratings from Managers at the end of the season.

2.2 THE TEAMS

2.2.1 Each Major League team shall consist of no less than 12 player’s league age 11-12. There may be no more than (8) players of league age 12 per team.

2.2.2 Each team will have an equal number (as close as possible) of players of league age 12.

2.2.3 KYBSL Board will select team managers on an annual basis.

2.2.4 Parents may make special requests regarding team assignment, however that does not guarantee the request will be fulfilled, although every effort will be made to accommodate such request.

2.2.5 Registrants must be a resident of the Town of Kingston and have satisfied all registration requirements to be eligible.

2.3 THE DRAFT

The overall purpose of this method of team formation is to create a balanced league. The division coordinator controls the draft.

- As with any baseball draft, the most important piece of information is the player ratings. These ratings should be completed by ALL coaches right after the Spring and Summer seasons while the players performance are still fresh in the coaches minds.
- The goal of KYBSL is to have all teams picked and players contacted by the end of March, so all this planning needs to start by the beginning of March.
- In order to accomplish the above all registrations must be finalized and a review of any special requests (i.e. – playing down or up to the subject Division) must be done.
- For the Major's draft, the number of playing age 12 year old registrants must first be finalized.
- By Cal Ripken mandate, there can only be a maximum of eight twelve's on a team, so you base the number of teams off this (i.e., if you have 42 twelve's, then you take 42 divided by 8 = 5.25, and that would require 6 teams.)
- Next, you analyze how many playing age 11 year olds are needed to make up the total number of teams. In the above example you would need to have 30 elevens (for a total of 72 players – 12 each on 6 teams).
- For the Major's division, typically the eleven year old players who played on Summer All-Star teams as 10 year olds would be moved up first.
- If there are more 11 year olds required than can be satisfied by last year's 10A and 10B All Star Teams – then the Division Coordinator working with the Team Managers should decide who gets moved up and typically these decisions would be based on ability (ratings) and age (grade).
- The division coordinator should get a group of Managers together who are coming back for the upcoming season, with the purpose of normalizing the ratings of the players who will be in the draft. Keep the number of managers to 3 or 4 so that you can get through the process (other coaches will have the

opportunity to review the normalized rankings before the draft). Managers should be returning managers, and should have a good knowledge of the players.

- After you know how many teams you will have in the subject division, and based on the normalized ratings, you need to put the players in groupings. Each group will make up a single round in the draft. For example, in the above referenced major's division scenario, you have 72 players in the draft, so you will have six teams of twelve players each. Thus, each grouping, or round will be made up of six players. The rounds are listed in order from the top-rated players down. And starts with all 12 year olds first followed by the 11 year olds.
- It is imperative that the groupings/rounds are agreed upon by the participating coaches prior to the draft.
- When creating groupings, you must account for the players of the Team Managers, any assigned assistants, and any special requests that can be accommodated.
- The Division Coordinator will create the draft order spreadsheet. He should note any coaches' kids in bold letters on the spreadsheet. The Manager and his assigned assistant's kids cannot be listed in the same round. If this happens, then the Division coordinator will need to move one of them to another round (one round up or down). **Please note: this draft spreadsheet should never be sent in soft copy to anyone or coaches.**
- The Division Coordinator will note all players in italics if they have a special request that must be fulfilled (i.e. – brothers that need to play together, players who must be with a particular Manger/Coach, and any other league sanctioned exceptions.)
- Any other special requests need to be agreed upon by the Division Coordinator and the majority of the Managers. Special requests should be minimized as they complicate the draft process and formation of balanced teams.
- The Division Coordinator will note all players who can regularly and effectively pitch and or catch.
- The Division Coordinator will also note all players who play AAU Baseball, because their availability may be limited.
- The Division Coordinator may also note players who have a parent who wants to be an assistant coach.
- The draft order spreadsheet should be reviewed by and experienced KYBSL member after it is completed by the Division Coordinator.
- The Division Coordinator should arrange a date, time and location for the Managers to meet and hold the draft. **This date should be before April 1st.** The first assistants can also attend, but nobody else may attend without the Division Coordinator's authorization.
- An unbiased KYBSL member hereinafter called the "Draft Arbiter", preferably a person who does not have a stake in the draft, should run the draft.

- The draft begins with a random drawing of numbers, whereby a number is assigned to each team. Each round includes a different numerical order of picks; thus, a different team selects first through last in each successive round.
- The Draft Arbiter should announce the round and any player who is not available due to being a coach's kid, or due to being a special request.
- The first rounds starts with team number 1 selecting, and the rest of teams select in the order of the number they randomly drew.
- After each round the Draft Arbiter will announce the selections for that round to make sure everyone is in agreement with the assignment of players in that round.
- The Draft Arbiter will ensure that the only people discussing information during the draft are the coaches who are picking at any particular time. All other discussion should be minimized, as it only serves to confuse, slow down and complicate the execution of the draft.
- Once the draft is complete the Draft Arbiter should read out the rosters of each team to the coaches. He should also ensure he collects the hard copy Draft sheets from the coaches.
- Team names will be randomly assigned at the end of the draft.
- No roster assignments will be revealed to the general public until after being set at the Draft.
- Any player added after the DRAFT will be assigned to a team by the Division Coordinator.
- **Under no circumstances should any details on player rankings or draft proceedings be discussed outside of the draft with anyone.**
- **There will be no trades before, during or after the DRAFT. Unless a player that is drafted by a team refused to play for that Manager/Team. In that case the Division Coordinator will broker a trade with the goal being maintaining a balanced league.**

2.4 OFFICIAL GAME

Major League games are played for six innings and become official after four innings have been completed, or after three and a half innings if the home team has scored more runs than the visiting team.

2.4.1 Regular Season games may end in a tie, if no team has scored more runs than the other after 6 innings or after becoming an official game as noted above. Exception being playoff games where a winner must be determined.

2.4.2 Any game stopped before it becomes an official game shall be replayed in its entirety.

2.4.3 No new inning may start after 2 hours after the start of the game. Games called because of the time limit will be considered regulation games regardless of the number

of innings played. Exception being playoff games which will go a full 6 innings irrespective of the time limit.

2.4.4 Slaughter Rule - A game will be considered final once becoming an official game as noted in 2.4, if one team is ahead by 10 or more runs and have had equal times at bat or the home team is leading.

2.5 PITCHING

Under no circumstances will you pitch a player more than 6 innings in one week. **The week is defined as starting on Monday and extending through Sunday.**

- One (1) pitch constitutes an inning pitched. He must fulfill the provisions of OBR 3.05(a)
- Any player who pitches 1 or 2 innings in one game must have 1 full calendar day of rest before pitching again.
- Any player who pitches 3 innings in one game must have 2 full calendar days of rest before pitching again.
- Any player who pitches 4 or more innings in one game must have 3 full calendar days of rest before pitching again.
- **No youth may pitch more than six innings in two consecutive days.**
- There is no limit to the total number of pitchers used per team per game.
- There is no limitation of pitchers by age per week.
- A pitcher once taken out of the game as a pitcher cannot re-enter the game as a pitcher.
- Playoff pitching rules will follow Cal Ripken Tournament rules or as modified by the league prior to the playoffs.
- Although the Major 70' division recognizes Balks, the spirit of the KYBSL Spring league is to teach the game of Baseball while providing a fun and competitive atmosphere. To that, each pitcher will receive ONE warning in a game for a violation of any Rule that constitutes a BALK as outlined in OBR 8.01 and 8.05, unless, in the judgment of the Umpire there was a deliberate attempt to deceive a runner. PENALTY: The ball is dead, and each runner shall advance one base without liability to be put out, unless the batter reaches first on a hit, an error, a base on balls, a hit batter or otherwise and all other runners advance at least one base, in which case the play proceeds without reference to the balk. With no runners on base there will be no reference to a balk other than to educate the pitcher. This should not be considered a warning and would not count against the pitcher as if there were runners on base.

2.6 MINIMUM PLAYING TIME

Each player on a Major League roster MUST play a minimum of 4 innings per regular season game. This would include two (2) innings in the infield (P,C,1B, 2B,SS,3B). Any manager that does not play every player at least 4 innings and 2 in the infield shall forfeit the game, unless called for darkness or weather. The last half of the sixth inning shall be considered as an inning played even though the game may end after 5 and 1 half innings.

2.7 BATTING ORDER

Each team will use a continuous batting order of all roster players throughout the game and regular season. Any player arriving late will take his normal position in the batting order. Below is a continuous batting order example:

Batting order set before first game (1,2,3,...12). If batter number 7 makes the last out of the 1st game, then batter number 8 will lead off the next game and the batting order will be (8,9,10,11,12,1...).

The batting order can be reset for the playoffs and each subsequent game of the playoffs. Once set for that game it will be a continuous batting order.

2.8 UNLIMITED DEFENSIVE SUBSTITUTION

Managers at the Major League level are encouraged and allowed to use the “unlimited” *defensive* substitution system for all players on a Major League roster. This rule is only for *defensive* purposes and not for substitution of batters, etc. Additionally, a defensive player should not be moved from his/her position during the inning unless it is for injury or a pitching change. This is to combat the practice of moving a weaker outfielder during the inning based on whether the batter is left or right handed.

2.9 FOREITS

Teams which do not have eight players by 15 minutes after the scheduled playing time shall be required to forfeit the game. Any manager that does not comply with Rules 2.5, 2.6, 2.7 and 2.8 will also forfeit the game.

3.0 GROUND RULES AND GENERAL RULES OF PLAY

As mentioned above Cal Ripken Baseball Official Regulations and Playing Rules for the then current year apply to play for the Major and Minor Leagues in the Kingston Youth Baseball League (KYBSL). The purpose of the following "Local Rules" is to supplement the Cal Ripken Baseball rules, not amend or replace them. In cases of conflict (inadvertent or otherwise), the Cal Ripken League Baseball rule shall take precedence.

3.1.1 The home team will provide 2 new balls per game.

3.1.2 The home team will occupy the first base dugout and the visiting team will occupy the third base dugout.

3.1.5 Any runner is out, whom in the opinion of the Umpire, DELIBERATELY RUNS INTO OR INTENTIONALLY INJURES ANY DEFENSIVE PLAYER WHO HAS THE BALL, and is waiting to make the tag or who is in the act of directly receiving the ball. The runner MUST slide or ATTEMPT to get around the defensive player.

3.1.6 There is NO rule against head first sliding. However players should be discouraged from doing so due to the probability of injury.

4.0 "MINOR" LEAGUE

4.1 "MINOR" LEAGUE COORDINATOR

The responsibilities of the Minor League Director are:

- A. Insure league compliance with Cal Ripken, Inc. Official Regulations and Rules;
- B. Conduct the Minor League draft using the procedures set forth in this document
- C. Coordinate annual summer try-outs with other League Coordinators;
- D. Insure league compliance with the KYBSL local rules as defined in this document.
- E. Conduct pre-season manager meeting and any others needed throughout the season collect game results and report to League Information Officer daily.
- F. Collect all Ratings from Managers at the end of the season.

4.2 THE TEAMS

4.2.1 Each Minor League team shall consist of all playing age eleven year olds that did not get placed in the Major League, all playing age 10 year olds. Additionally, there can be a need to call up playing age 9 year olds to fill out the rosters after the number of teams has been determined from the number of 11 and 10 year olds registered.

4.2.2 KYBSL Board will select team managers on an annual basis.

4.2.3 Parents may make special requests regarding team assignment, however that does not guarantee the request will be fulfilled, although every effort will be made to accommodate such request.

4.2.4 Registrants must be a resident of the Town of Kingston and have satisfied all registration requirements to be eligible.

4.3 THE DRAFT

The overall purpose of this method of team formation is to create a balanced league. The division coordinator controls the draft.

- As with any baseball draft, the most important piece of information is the player ratings. These ratings should be completed by ALL coaches right after the Spring and Summer seasons while the players performance are still fresh in the coaches minds.
- The goal of KYBSL is to have all teams picked and players contacted by the end of March, so all this planning needs to start by the beginning of March.
- In order to accomplish the above all registrations must be finalized and a review of any special requests (i.e. – playing down or up to the subject Division) must be done.
- For the Minor’s draft, the number of playing age 11 and 10 year old registrants must first be finalized. This will determine the number of teams that will make up the division.
- Depending on how many playing age 11 and 10 year olds there are there may be a need to call up some playing age 9 year olds to fill out the rosters.
- For the Minor’s division, typically the 9 year old players who played on Summer All-Star teams as 8 year olds would be moved up first.
- If there are more 9 year olds required than can be satisfied by last year’s 8A and 8B All Star Teams – then the Division Coordinator working with the Team Managers should decide who gets moved up and typically these decisions would be based on ability (ratings) and age (grade).
- The division coordinator should get a group of Managers together who are coming back for the upcoming season, with the purpose of normalizing the ratings of the players who will be in the draft. Keep the number of managers to 3 or 4 so that you can get through the process (other coaches will have the opportunity to review the normalized rankings before the draft). Managers should be returning managers, and should have a good knowledge of the players.
- After you know how many teams you will have in the subject division, and base on the normalized ratings, you need to put the players in groupings. Each group will make up a single round in the draft. For example, in the above referenced major’s division scenario, you have 72 players in the draft, so you will have six teams of twelve players each. Thus, each grouping, or round will be made up of six players. The rounds are listed in order from the top-rated players down. And starts with all 11 year olds first followed by the 10 year olds and then the 9 year olds.

- It is imperative that the groupings/rounds are agreed upon by the participating coaches prior to the draft.
- When creating groupings, you must account for the players of the Team Managers, any assigned assistants, and any special requests that can be accommodated.
- The Division Coordinator will create the draft order spreadsheet. He should note any coaches' kids in bold letters on the spreadsheet. The Manager and his assigned assistant's kids cannot be listed in the same round. If this happens, then the Division coordinator will need to move one of them to another round (one round up or down). **Please note: this draft spreadsheet should never be sent in soft copy to anyone or coaches.**
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- Any other special requests need to be agreed upon by the Division Coordinator and the majority of the Managers. Special requests should be minimized as they complicate the draft process and formation of balanced teams.
- The Division Coordinator will note all players who can regularly and effectively pitch and or catch.
- The Division Coordinator will also note all players who play AAU Baseball, because their availability may be limited.
- The Division Coordinator may also note players who have a parent who wants to be an assistant coach.
- The draft order spreadsheet should be reviewed by and experienced KYBSL member after it is completed by the Division Coordinator.
- The Division Coordinator should arrange a date, time and location for the Managers to meet and hold the draft. **This date should be before April 1st.** The first assistants can also attend, but nobody else may attend without the Division Coordinator's authorization.
- An unbiased KYBSL member hereinafter called the "Draft Arbiter", preferably a person who does not have a stake in the draft, should run the draft.
- The draft begins with a random drawing of numbers, whereby a number is assigned to each team. Each round includes a different numerical order of picks; thus, a different team selects first through last in each successive round.
- The Draft Arbiter should announce the round and any player who is not available due to being a coach's kid, or due to being a special request.
- The first rounds starts with team number 1 selecting, and the rest of teams select in the order of the number they randomly drew.
- After each round the Draft Arbiter will announce the selections for that round to make sure everyone is in agreement with the assignment of players in that round.

- The Draft Arbiter will ensure that the only people discussing information during the draft are the coaches who are picking at any particular time. All other discussion should be minimized, as it only serves to confuse, slow down and complicate the execution of the draft.
- Once the draft is complete the Draft Arbiter should read out the rosters of each team to the coaches. He should also ensure he collects the hard copy Draft sheets from the coaches.
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- No roster assignments will be revealed to the general public until after being set at the Draft.
- Any player added aft the DRAFT will be assigned to a team by the Division Coordinator.
- **Under no circumstances should any details on player rankings or draft proceedings be discussed outside of the draft with anyone.**
- **There will be no trades before, during or after the DRAFT. Unless a player that is drafted by a team refused to play for that Manager/Team. In that case the Division Coordinator will broker a trade with the goal being maintaining a balanced league.**

4.4 OFFICIAL GAME

Minor League games are played for six innings and become official after four innings have been completed, or after three and a half innings if the home team has scored more runs than the visiting team.

4.4.1 Regular Season games may end in a tie, if no team has scored more runs than the other after 6 innings or after becoming an official game as noted above. Exception being playoff games where a winner must be determined.

4.4.2 Any game stopped before it becomes an official game shall be replayed in its entirety.

4.4.3 No new inning may start after 1 hour and 45 minutes after the start of the game. Games called because of the time limit will be considered regulation games regardless of the number of innings played. Exception being playoff games which will go a full 6 innings irrespective of the time limit.

4.4.4 Slaughter Rule - A game will be considered final once becoming and official game as noted in 4.4, if one team is ahead by 10 or more runs and have had equal times at bat or the home team is leading. Additionally, a half inning ends after 5 runs have been scored, with the exception of the last inning where an unlimited number of runs can be scored.

4.5 PITCHING

Under no circumstances will you pitch a player more than 6 innings in one week. **The week is defined as starting on Monday and extending through Sunday.**

- One (1) pitch constitutes an inning pitched.
- Any player who pitches 1 or 2 innings in one game must have 1 full calendar day of rest before pitching again.
- Any player who pitches 3 innings in one game must have 2 full calendar days of rest before pitching again.
- Any player who pitches 4 or more innings in one game must have 3 full calendar days of rest before pitching again.
- **No youth may pitch more than six innings in two consecutive days.**
- Any pitcher, who in the opinion of the Umpire, attempts to pitch a curve ball, slider, screwball, or any other breaking pitch, shall be immediately warned by the Umpire to stop.
- Any succeeding violations will result in the pitch being called a ball and the Umpire shall advise the Manager of the reason for the call. This rule shall not be interpreted to discourage a pitcher from varying his speeds or normal methods of delivery. It is there to prevent young pitchers from injuring their arms by throwing breaking pitches.
- There is no limit to the total number of pitchers used per team per game.
- There is no limitation of pitchers by age per week.
- A pitcher once taken out of the game as a pitcher cannot re-enter the game as a pitcher.
- Playoff pitching rules will follow Cal Ripken Tournament rules or as modified by the league prior to the playoffs.

4.6 MINIMUM PLAYING TIME

Each player on a Major League roster MUST play a minimum of 4 innings per regular season game. This would include two (2) innings in the infield (P,C,1B, 2B,SS,3B). Any manager that does not play every player at least 4 innings and 2 in the infield shall forfeit the game, unless called for darkness or weather. The last half of the sixth inning shall be considered as an inning played even though the game may end after 5 and 1 half innings.

4.7 BATTING ORDER

Each team will use a continuous batting order of all roster players throughout the game and regular season. Any player arriving late will take his normal position in the batting order. Below is a continuous batting order example:

Batting order set before first game (1,2,3,...12). If batter number 7 makes the last out of the 1st game, then batter number 8 will lead off the next game and the batting order will be (8,9,10,11,12,1...).

The batting order can be reset for the playoffs and each subsequent game of the playoffs. Once set for that game it will be a continuous batting order.

4.8 UNLIMITED DEFENSIVE SUBSTITUTION

Managers at the Major League level are encouraged and allowed to use the “unlimited” *defensive* substitution system for all players on a Major League roster. This rule is only for *defensive* purposes and not for substitution of batters, etc. Additionally, a defensive player should not be moved from his/her position during the inning unless it is for injury or a pitching change. This is to combat the practice of moving a weaker outfielder during the inning based on whether the batter is left or right handed.

4.9 FOREITS

Teams which do not have eight players by 15 minutes after the scheduled playing time shall be required to forfeit the game. Any manager that does not comply with Rules 4.5, 4.6, 4.7 and 4.8 will also forfeit the game.

5.0 GROUND RULES AND GENERAL RULES OF PLAY

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5.1.1 The home team will provide 2 new balls per game.

5.1.2 The home team will occupy the first base dugout and the visiting team will occupy the thirist base dugout.

5.1.3 Base runners are limited to one base on an overthrow, passed ball, or wild pitch that leaves the playing field or gets stuck in the screen or fence. If the ball can be played without risk of injury to the fielders, the runners may advance at their own risk. The umpire shall decide if the runner is entitled to one base more than the one he was in the process of taking. In the Minor League, there will be no stealing of home unless the runner at third is directly played upon by a defensive player. Also, in the Minor League a runner at 3rd base cannot go home on a passed ball or when a catcher makes a play at 1st or 2nd base. In the event the ball gets stuck in the screen or fence, no base shall be awarded unless the runners show intent to advance.

5.1.4 Any runner is safe, who in the opinion of the Umpire, is detained or prevented from reaching his objective base by a defensive player who neither has the ball nor is in the act of directly receiving the ball.

5.1.5 Any runner is out, whom in the opinion of the Umpire, DELIBERATELY RUNS INTO OR INTENTIONALLY INJURES ANY DEFENSIVE PLAYER WHO HAS THE BALL, and is waiting to make the tag or who is in the act of directly receiving the ball. The runner MUST slide or ATTEMPT to get around the defensive player.

5.1.6 There is NO rule against head first sliding. However players should be discouraged from doing so due to the probability of injury.

6.0 “ROOKIE” LEAGUE

6.1 “ROOKIE” LEAGUE COORDINATOR

The responsibilities of the Rookie League Director are:

- A. Insure league compliance with Cal Ripken, Inc. Official Regulations and Rules;
- B. Formation of Rookie Rosters.
- C. Coordinate annual summer try-outs with other League Coordinators;
- D. Insure league compliance with the KYBSL local rules as defined in this document.
- E. Conduct pre-season manager meeting and any others needed throughout the season collect game results and report to League Information Officer daily.
- F. Collect all Ratings from Managers at the end of the season.

6.2 THE TEAMS

6.2.1 Each Rookie League team shall consist of all playing age 8 year olds and playing age 9 year olds that did not get placed in the Minor League. The goal of the team formation would be to create as balanced teams as possible, retaining members with the same coach for two years if possible. All written requests for accommodations will be met if the goal of the league remains in tact. All team formations must be public knowledge and any coach may attend the team formation meetings. Once the teams are set, no changes are to be made without league coordinator approval. All rosters must remain private until a pre-determined date.

6.2.2 KYBSL Board will select team managers on an annual basis.

6.2.3 Parents may make special requests regarding team assignment, however that does not guarantee the request will be fulfilled, although every effort will be made to accommodate such request.

6.2.4 Registrants must be a resident of the Town of Kingston and have satisfied all registration requirements to be eligible.

6.3 THE DRAFT

This league does not employ a draft for team formation. See section 6.2.1.

6.4 OFFICIAL GAME

Rookie League games are played for six innings and become official after four innings have been completed, or after three and a half innings if the home team has scored more runs than the visiting team.

6.4.1 No new inning may start after 1 hour and 45 minutes after the start of the game. Games called because of the time limit will be considered regulation games regardless of the number of innings played. Exception being playoff games which will go a full 6 innings irrespective of the time limit.

6.4.2 Regular Season games may end in a tie, if no team has scored more runs than the other after 6 innings or after becoming an official game as noted above.

6.4.3 Any game stopped before it becomes an official game shall be replayed in its entirety.

6.5 PITCHING

The following rules are intended to protect the safety and well being of all of our players, as well as to instruct new pitchers and catchers.

- The coaches will pitch to their own teams for the first two games of the season, if and only if the two managers have yet to develop any pitchers. If at all possible, coaches should be working on identifying pitchers in the pre-season and working with them to start pitching in the first game of the year. If it is agreed upon by both coaches that they do or do not have pitchers early in the year then they will mutually decide on how they want to proceed. Remember while it is important to develop pitchers and give them opportunity to pitch it is equally important to develop hitting in young players and consistently getting walked is not a good way to develop hitting.
- When coaches are pitching no players will be allowed to walk
- Any pitcher who walks 5 batters total in an inning must be removed from the mound and replaced by another pitcher.
- Any pitcher who hits 2 batters in a game must be removed from the mound and replaced by another pitcher for safety reasons.
- It is recommended that all pitchers pitch from the rubber or no further than 3 feet from in front of the rubber. The umpire prior to the start of the game will make a three foot mark.

- Players are allowed to pitch 2 innings per game maximum.
- One (1) pitch constitutes an inning pitched.
- Players must have 1 full day of rest after pitching.
- **No youth may pitch more than six innings in a week.**
- The pitching week is defined as starting on Monday and extending through Sunday.
- Any pitcher, who in the opinion of the Umpire, attempts to pitch a curve ball, slider, screwball, or any other breaking pitch, shall be immediately warned by the Umpire to stop.
- Any succeeding violations will result in the pitch being called a ball and the Umpire shall advise the Manager of the reason for the call. This rule shall not be interpreted to discourage a pitcher from varying his speeds or normal methods of delivery. It is there to prevent young pitchers from injuring their arms by throwing breaking pitches.
- There is no limit to the total number of pitchers used per team per game.
- There is no limitation of pitchers by age per week.

6.6 MINIMUM PLAYING TIME

Each player on a Major League roster **MUST** play a minimum of 4 innings per regular season game. This would include two (2) innings in the infield (P,C,1B, 2B,SS,3B). Any manager that does not play every player at least 4 innings and 2 in the infield shall forfeit the game, unless called for darkness or weather. The last half of the sixth inning shall be considered as an inning played even though the game may end after 5 and 1 half innings.

6.7 BATTING ORDER

Each team will use a continuous batting order of all roster players throughout the game and regular season. Any player arriving late will take his normal position in the batting order. Below is a continuous batting order example:

Batting order set before first game (1,2,3,...12). If batter number 7 makes the last out of the 1st game, then batter number 8 will lead off the next game and the batting order will be (8,9,10,11,12,1...).

6.8 UNLIMITED DEFENSIVE SUBSTITUTION

Managers at the Major League level are encouraged and allowed to use the “unlimited” *defensive* substitution system for all players on a Major League roster. This rule is only for *defensive* purposes and not for substitution of batters, etc. Additionally, a defensive player should not be moved from his/her position during the inning unless it is for injury or a pitching change. This is to combat the practice of moving a weaker outfielder during the inning based on whether the batter is left or right handed.

6.9 FOREITS

Teams which do not have eight players by 15 minutes after the scheduled playing time shall be required to forfeit the game. Any manager that does not comply with Rules 6.5, 6.6, 6.7 and 6.8 will also forfeit the game.

7.0 GROUND RULES AND GENERAL RULES OF PLAY

As mentioned above Cal Ripken Baseball Official Regulations and Playing Rules for the then current year apply to play for the Major and Minor Leagues in the Kingston Youth Baseball League (KYBSL). The purpose of the following "Local Rules" is to supplement the Cal Ripken Baseball rules, not amend or replace them. In cases of conflict (inadvertent or otherwise), the Cal Ripken League Baseball rule shall take precedence.

7.1.1 The home team will provide 2 new balls per game.

7.1.2 The home team will occupy the first base dugout and the visiting team will occupy the thirist base dugout.

7.1.3 Stealing: There are no stealing bases and no leading off bases. Base runners are limited to one base on an overthrow, passed ball, or wild pitch that leaves the playing field or gets stuck in the screen or fence. The umpire shall decide if the runner is entitled to one base more than the one he was in the process of taking.

7.1.4 A batter can not get more than a double on any hit.

7.1.5 Four outfielders are allowed in a game.

7.1.6 There is no bunting allowed.

7.1.7 A maximum of 5 walks will be issued per half inning. After 5 walks, a batter stays up until he or she hits or strikes out.

7.1.8 Slaughter Rule: The half inning ends after 5 runs have been scored.

7.1.9 All teams will rotate their defensive fielders after each batter (excluding 1st Base, Pitcher, and Catcher) in a clockwise manner.

8.0 “FARM” LEAGUE

8.1 “FARM” LEAGUE COORDINATOR

The responsibilities of the Rookie League Director are:

- A. Insure league compliance with Cal Ripken, Inc. Official Regulations and Rules;
- B. Formation of Farm League Rosters.
- C. Insure league compliance with the KYBSL local rules as defined in this document.
- D. Conduct pre-season manager meeting and any others needed throughout the season.
- E. Collect all Ratings from Managers at the end of the season.

8.2 FARM LEAGUE RULES AND GUIDELINES

KYBSL Farm League is a program for 6* and 7 year olds to teach the fundamentals of hitting and fielding. It seeks to build upon skills learned in T-Ball with the introduction of coaches pitching to batters amongst other things. The primary goal is to continue to instruct young players in the fundamentals of baseball in a supportive team environment.

*Please note 6 year olds must have played one year of T-Ball at age five to be eligible for Farm League.

The Farm League rules below should be used as a guideline, while there may be times that coaches feel the need to deviate from them they should be followed in principle.

- Each team should field a 10 player defense which would include (1B, 2B, SS, 3B, P, LF, LCF, RCF, and RF).
 - Each inning the outfielders should rotate to the infield and infield to outfield.
 - The goal is to give every child a chance to play every position throughout the season. (It is highly encouraged that coaches keep track of who has played what position)
 - It is important to field only the correct number of infield positions in order to teach the child the area they are responsible for, eliminate collisions and encourage participation.
- The children shall be rotated to allow equal playing time in the infield (see above).
- An inning will be once through the batting order.
- The batting order will consist of every player in attendance for a given team.
- If you are out you're out. Why? Making outs is part of the game and we want to start teaching children the fundamentals of the game at this age.
- The coaches will pitch to players, but if the player does not get a hit after 10 pitches the player will hit off the Tee. Why? This will speed up the game. Also, it should be noted there is nothing wrong with hitting off a Tee, in fact many major league players incorporate this type of practice into their hitting routines. When a player is hitting off of a Tee there is more opportunity for YOU as a coach to watch their entire swing from set-up to finish and correct or instruct them on the proper techniques. This is the time to teach proper technique so the player does not develop bad habits that are more difficult to correct later on.
- Each child bats until they hit the ball.
- Coaches and assistant coaches are encouraged to be on the field to help instruct the children (provided they have completed a CORI with the league).
- Games shall end prior to the next scheduled game start time. A new inning should not be started if it is not expected to be completed. Both teams should bat in the last inning.
- The score is not important (and should not be kept).
- Get excited, the children will also.

Farm League Goals

1. Each child should be able to step towards the target and throw.
2. Each child should know how to properly hold and swing a bat.
3. Each child should be able to hit a pitched ball.
4. When on base each child should know when to run to the next base.
5. Each child should know how to field a ground ball.
6. Each child should use to hands when attempting to catch a ball.
7. Attempt to teach the difference between a force out and tag out.
8. Each child shall know the location where each of the infield and outfield positions play.
9. Everyone should have FUN.

9.0 “TBALL” LEAGUE

9.1 “TBALL” LEAGUE COORDINATOR

The responsibilities of the TBall League Director are:

- A. Insure league compliance with Cal Ripken, Inc. Official Regulations and Rules;
- B. Formation of TBall Rosters.
- C. Insure league compliance with the KYBSL local rules as defined in this document.
- D. Conduct pre-season manager meeting and any others needed throughout the season.

KYBSL T-Ball is a program for 5 and 6 year olds to teach the fundamentals of hitting and fielding. The primary goal is to begin to instruct young players in the fundamentals of baseball in a supportive team environment.

The T-Ball rules below should be used as a guideline, while there may be times that coaches feel the need to deviate from them they should be followed in principle.

- Each game should begin with 30 minutes of practice drills.
- Each team should field a 10 player defense which would include (1B, 2B, SS, 3B, P, LF, LCF, RCF, and RF).
 - Each inning the outfielders should rotate to the infield and infield to outfield.
 - The goal is to give every child a chance to play every position throughout the season. (It is highly encouraged that coaches keep track of who has played what position)

- It is important to field only the correct number of infield positions in order to teach the child the area they are responsible for, eliminate collisions and encourage participation.
- All team members play the field.
- An inning will be once through the batting order.
- The batting order will consist of every player in attendance for a given team.
- The children advance around the bases on base at a time.
- Pinch 3rd and 1st base together (55 feet apart) so that a player can reach (throw) between each base. Why make this change? It makes it easier for the younger kids to reach 1st base with a throw and builds confidence.
- The last batter hits a home run a clears the bases. Rotate the batting order each game or inning. Why? Every child enjoys hitting home runs.
- All players WILL hit off a Tee. Why? This will speed up the game and it should be noted there is nothing wrong with hitting off a Tee, in fact many major league players incorporate this type of practice into their hitting routines. When a player is hitting off of a Tee there is more opportunity for YOU as a coach to watch their entire swing from set-up to finish and correct or instruct them on the proper techniques. This is the time to teach proper technique so the player does not develop bad habits that are more difficult to correct later on.
- Each child bats until they hit the ball.
- Coaches and assistant coaches are encouraged to be on the field to help instruct the children (provided they have completed a CORI with the league).
- Play as many innings as can fit into the hour allowed.
- Games shall end prior to the next scheduled game start time. A new inning should not be started if it is not expected to be completed. Both teams should bat in the last inning.
- The score is not important (and should not be kept).
- Get excited, the children will also.

T-Ball Goals

1. Each child should be able to step towards the target and throw.

2. Each child should know how to properly hold and swing a bat.
3. Each child should be able to hit a ball off of a Tee.
4. Each child should know the name and location of each of the bases, including the pitchers mound.
5. After hitting the ball, each child should drop the bat and run to 1st base.
6. When on base each child should know when to run to the next base.
7. Each child should know how to field a ground ball.
8. Each child should use two hands when attempting to catch a ball.
9. When in the field each child should attempt to make outs at first base or the nearest base.
10. Everyone should have FUN.