

New Rules for 2018 - Rule Summary

- A. Time limit: no inning starts after;
 - a. 7/8; 1 hour thirty minutes or 6 innings
 - b. 9/10 one hour forty five minutes or 6 innings
 - c. 11/12; 2 hours or 7 innings
 - d. Games tied after time limit or innings maximum will be continued until a winner is declared.
- B. Ten run rule
 - a. If a team is ahead by 10 runs or more from the fourth inning on the game is called.
 - b. If the home teams goes ahead by 10 runs in the fourth or thereafter while batting the game is called.
- C. Five run rule
 - a. Pertains only to ;
 - i. Spring; 7/8 & 9/10
 - ii. Fall; 8/9 & 10/11
 - b. Applies only for the first three innings.
 - c. If a team scores five runs before there are three outs the half inning is over.
 - d. A team losing by five runs or more will bat heir entire three outs regardless of how many runs they score.

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LITTLE LEAGUERS OF KENOSHA, INC.

REGULATIONS, PLAYING and NON-PLAYING RULES

Local Rules Over Ride National Little League Rules

Revised: January 2018

GENERAL INFORMATION, PARK and LEAGUE REGULATIONS

I. PURPOSE

The Little Leaguers Baseball of Kenosha, Inc. was established in 1952. It is a baseball program to serve the youth of Kenosha County, in the Kenosha Unified School District. It is geared to provide an outlet of healthful activity and training under good leadership in the atmosphere of wholesome community participation.

It is dedicated to helping children become well and descent citizens. It strives to inspire them with a goal and to enrich their lives toward the day when they must take their places in the world. It establishes for them rudiments of teamwork, sportsmanship, and fair play.

II. AGE REQUIREMENTS

Any child who is seven years old before May 1st of the current year and any player who does not reach their 13th birthday before May 1st of the current year are eligible to try out and participate for the Little Leaguers of Kenosha, Inc. programs.

2018 Little League Age Chart

Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec	Age
2011	2011	2011	2011	2011	2011	2011	2011	2010	2010	2010	2010	7
2010	2010	2010	2010	2010	2010	2010	2010	2009	2009	2009	2009	8
2009	2009	2009	2009	2009	2009	2009	2009	2008	2008	2008	2008	9
2008	2008	2008	2008	2008	2008	2008	2008	2007	2007	2007	2007	10
2007	2007	2007	2007	2007	2007	2007	2007	2006	2006	2006	2006	11
2006	2006	2006	2006	2006	2006	2006	2006	2005	2005	2005	2005	12
				2005	2005	2005	2005					12

III. LEAGUES

Two Programs are available for participation in.

A) Spring leagues:

- 1) 7-8 year old (machine pitch)
- 2) 9 -10 year old
- 3) 11-12 year old

B) Fall leagues:

- 1) 8-9 year old
- 2) 10-11 year old (only league issued wood bats are allowed)

IV. TRYOUTS & EVALUATIONS

A) Regular Season:

All children who have a completed registration card properly will have the opportunity to take part in the leagues tryout and evaluation on the specified date (s). Such tryouts and evaluations are conducted by managing personnel of the league in order to assist in determining the playing skills and ability of the candidate.

B) Little League District Tournament Teams: (there will be teams for each age group, 9,10,11 & 12)

Additional tryouts and evaluations will be held for each team.

V. PLAYER SELECTION / ROSTERS

The Commissioner/President will determine the number players per team.

A) Spring Program:

1. On the basis of the tryouts, comparative point values are placed on each candidate.
2. Claiming players:
 - a) Managers will be allowed to claim players prior to the tryouts (number of players determined by League Commissioner/President).
 - b) For 2017 season, a manager may claim two (2) players, including their own.
 - c) Managers must get a claim form signed by player's parent and the form must be delivered to the President a minimum five days before the tryouts. (without signed form manager cannot claim player)
 - d) No form will be accepted after that date.
3. More than one player per round is allowed. If more than one player is selected in any round, you will skip your selection in the next round.
4. Rule exceptions:
 - a) SPONSOR: The child must be of a sponsor of a family owned business. The sponsor may select whatever team they choose.
 - b) Brother &/or sister currently on the roster.
5. If a team does claim players because of the exception rule, said team will forfeit their selection in the next round.
6. The draft order will be based on the previous year's record, from worst to best in each round. The order will continue until each roster age group is completed.

B) Once a player is placed on a spring roster and drops out of the program, for any reason, that player becomes ineligible for the remainder of that season as well as the following season.

C) Once a player is placed on a spring roster, said player is not allowed to change to another team. The only exception would be if the player's parent/legal guardian became manager of another team.

D) Fall league: Rosters will be determined by the President.

VI. INSURANCE

Accident insurance coverage is available as supplement to the participant's regular health care coverage.

VII. PARENT RESPONSIBILITIES

Make your child's experience a positive while in the Little Leaguers of Kenosha program. Encourage them when they make an offensive or defensive error (physical or mental). Praise them and others for their effort and determination. Even though baseball is a game of failure, it is extremely rewarding. Keep it fun so your child and all children have a smile on their face.

Parents shall:

- A) Abide by all rules of the Little Leaguers of Kenosha, Inc. and International Little League
- B) Have your child present & on time for all practices & games.
- D) Inform the manager if your child will miss practice &/or games.
- C) Pick your child up promptly after practices & games.
- E) Have the uniform properly cleaned for each game.
- F) Be courteous & respectful to other teams, players, manager, coaches, umpires, etc.
- G) Participate in all Little Leaguers of Kenosha, Inc. functions.
- H) The use of tobacco in any form is prohibited anywhere at the Kenosha Sports Complex

VIII. MANAGERS & COACHES

- A) Anyone with direct assistance with players must register as a coach or manager of the Little Leaguers of Kenosha. Registration is done annually.
- B) Failure to complete the National Little League Volunteer form entirely (including social security number) is an incomplete application.
- C) Anyone with an incomplete application is not permitted to assist with players.
- D) Background checks are mandated by National Little League on everyone annually.
- E) The offensive team shall have a coach in each of the coach's box & must:
 - 1. Remain within the coaches box at all times.
 - 2. Will not heckle or interfere with defensive players.
 - 3. If the coach is a player, they must wear a protective helmet.
- F) Only registered managers and coaches in proper attire are permitted in the dugout and on the field. If not the game could result in forfeit.
- F) **No manager or coach** is allowed to warm up a player at any time. It must be a player on the roster. If warming up pitcher, they must wear cup, catcher's mitt, and mask /helmet w/throat guard.

IX. MANAGER

A) Responsibilities

- 1. Every manager is responsible to conduct themselves as well as their coaches, players, & parents in a manner that does not embarrass themselves, coaches, players, umpires, opponents, & most importantly the Little Leaguers of Kenosha, Inc.
- 2. Any violent outbursts & constant disruption will be handled individually by the President.
- 3. Managers are responsible for the behavior of the team's players, coaches and parents.
- 4. Information given to by the league must be distributed to the players and parents.
- 5. Only the manager or acting manager, may question an umpire regarding a decision or ruling. Any violation of this could result in ejection.
- 6. Managers must report any changes to opposing manager and umpire.

B) Fund Raisers

- 1. Must assist in getting materials to players and parents.
- 2. Major fund raisers
 - a. Golf Outing
 - b. Other

C) Drinking of alcoholic beverages of any kind by managers, coaches, fans, etc. is prohibited & is a violation of a City Ordinance. This could result in an arrest and/or suspension.

D) The use of tobacco in any form is prohibited anywhere at the Kenosha Sports Complex.

E) Scorebook

- 1. Every team is required to keep an accurate score book. Home team has official score book.
- 2. It must include:
 - a. First initials & last name.
 - b. Players uniform number & starting position...
 - c. Game starting time.
 - d. Umpires name
 - e. Team names, date, and diamond.

F) Pitcher/Pitch Count

Managers need to review Little League Official Regulations- VI. PITCHERS (page 40) and understand how number of innings a player is at the position of catcher effects his eligibility to play the position of pitcher. Also, how number of pitches a pitcher delivers effects player's eligibility to play the position of catcher.

- 1. Catcher
 - a. If a player catches more than 3 innings, said player cannot pitch.
 - b. If a pitcher throws more than 41 pitches in one day, said player cannot catch.

2. Maximum number of pitches permitted per day:
 - a. 8 year olds; 50 pitches (Fall League)
 - b. 9/10 year olds; 75 pitches
 - c. 11/12 year olds; 85 pitches
3. Days of rest
 - a. 66 pitches or more per day, four (4) calendar days of rest.
 - b. 51-65 pitches per day; three (3) calendar days of rest.
 - c. 36-50 pitches per day, two (2) calendar day of rest.
 - d. 21-35 pitched per day, one (1) calendar day of rest.
 - e. 1-20 pitches per day; no (0) calendar days of rest.

Exceptions for 1&2: If a pitcher reaches their maximum pitch limit or day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any of the following condition occurs:

- i. That batter reaches base;
- ii. That batter is put out;
- iii. The third out is made to complete the half-inning.

Pitcher is only required to observe day(s) rest for the threshold they reached during that at bat, provided that pitcher is removed before delivering a pitch to another batter.

Note: The recorded pitch count, on sheet, should be that of the threshold they reached during that at bat.

4. Multiple games played in one day will be considered as games played on consecutive days.

5. Note:

- a. Total number of pitches (one day) cannot exceed maximum number of pitches permitted in that calendar day.
- b. If a player is to pitch in the second game, said player cannot exceed 20 pitches in game one.

6. Options if pitch limit is exceeded.

- a. If the pitcher throws a pitch to the next batter and the said pitcher exceeded the pitch count. The pitcher will be removed.
- b. If the batter placed an illegal pitch in play, the offensive manager has the option of accepting the play, or start a new plate appearance with the new pitcher.
- c. The new pitcher will start with 0-0 count on the batter.

PENALTY: Violating pitching rules.

- a. First violation, manager will be suspended for one game (next game).
- b. Second violation, manager will be removed from the program.
- c. Pitches thrown by violating player will count and added onto the number for the required rest.

7. The official (home team) pitch count sheet must be signed by both managers immediately after the game. Then it is to be brought to the concession stand.

Penalty: a. First offense a warning.

b. Second offense manager one game suspension

8. At the pre-game meeting, managers to identify pitch counters.

9. Teams to verify pitch count after each half inning.

10. Sheets are in a binder at the concession stand and posted on the bulletin board to review.

11. The umpire is not involved in any manner with the pitch count.

X. SPORTSMANSHIP

A) No manager, coach, or player shall at any time;

1. Incite, or try to incite, by word or sign players and/or spectators.
2. Use language which in any way manner refer to or reflect upon opposing players, managers, coach, umpire, or spectators.
3. No fielder shall take a position in the batters line of vision, with deliberate intent to distract the batter.

PENALTY 1st time a warning, 2nd offense, removal from the game.

- B) When disapproval of an umpires call is demonstrated. The umpire will issue a warning and/or eject the offender. If the offender cannot be identified the game could result in a forfeit.
- C) No one, other than the manager or acting manager, may quietly question balls & strikes. Violators could be ejected.
- D) Chanting & Chatter
 1. No negative comments or chatter toward the opposing team or players are permissible. Only positive encouragement to your players are allowed.
 2. Examples of phrases/terms not acceptable: 'hey batter', swing batter swing, pitchers going wild, etc.
 3. Reinforce and stress the positive, not the negative.

XI. ALL STAR GAME, TWELVE YEAR OLD

- A) This day is to recognize **every 12 year old** in the program. This is a day of activity and competitive events for every one of them.
- B) The date, time, roster size, & time of line-up, will be determined by the Commissioner/President.
- C) Each 11/12 team will vote for year olds toward to represent their team in the game. The number of 12 year olds will be determined by the commissioner/President.
 1. The vote will be conducted by the Board.
 2. Only players vote. Managers will decide any ties.
 3. The manager will be given the votes after they are tabulated
- D) Designated Hitter (DH)
 1. Use will be determined by the President.
 2. Will be one player from each of the teams with three poorest record.
 3. A team will not have more than one DH.
 4. DH will be the leadoff hitter in each set of innings.
- E) Pitching:

Players will be allowed to pitch no more than one inning. This will not count for regular season or post-season play.
- F) Managers & Coaches
 1. The selection of managers & coaches will be determined by the President
 2. Each league will have a manager, first & third base coach, and scorekeeper.
 3. Each appointed manager has the privilege of managing or coaching themselves or designate one of his/her registered coaches to serve as the team representative.
 4. There is no practice allowed for the All Star game.
- G) Line-up
 1. Managers are to submit a detailed lineup to the Commissioner/President no later than 6PM Wednesday preceding the game.
 2. Line-ups are to include;
 - a. Players first & last name.
 - b. Team & jersey number.
 - c. Season statistics, batting average and number of home runs are required.
 3. The number of innings played per player will be determined by the Commissioner/President.
 4. If the game ends in a tie after 9 innings, the manager may choose the lineup of his choice, but must abide by the pitching rules.
 5. The game will be played for the entire 54 outs, regardless of the score.
- H) All teams, from all leagues are to be present at the 12 year old All Star Game, in complete uniform. Players, managers, & coaches will be introduced in the pre-game ceremony.

XII. PLAYOFFS & CHAMPIONSHIP GAMES

- A) All league rules will apply.
- B) Division Ties Determined By:
1. Head to head competition.
 2. Record within respective division.
 3. Record within the respective league.
 4. Run differential within division. (Runs scored minus runs allowed)
 5. If still tied, a one game playoff will determine the champion.
- E) Playoff Format:
1. All teams will participate.
 2. The format for all league playoffs will be determined by the Commissioner/President.
 3. Teams will be seated according to regular season record.
 4. Games will be scheduled by the Commissioner/President.

XIII. 'JUST SAY NO TO DRUGS' TOURNAMENT.

- A) The tournament originated in 1987.
- B) The tournament is mandatory.
- C) Special rules may apply, but must be approved by commissioner/President.
- D) There are separate tournaments for each league

XIV. LITTLE LEAGUE TOURNAMENT TEAMS;

- A) Little Leaguers of Kenosha, will be represented by a team from each age group (9, 10, 11, & 12). The number of teams per age group will be dependent on the size of each league.
- B) All teams will compete in the District 6 tournament. The winners may have the opportunity advance to the State and Regional (12 year olds only) tournament play (nine year olds only have District 6 tournament play)
Regional winner will play in the Little League World Series in Williamsport, PA.
- C) Tournament Managers, coaches and/or other league personal will determine team rosters.
- D) Teams will compete in a minimum of three tournaments prior to the District Tournament.
- D) Manager and coaches will be appointed by the President.
- E) Final Team rosters will be posted on June 16th.
- F) Teams will compete in other tournaments. If approved by the Commissioner/President.
- G) The player tournament fee must be paid before the player can participate.
- H) Each player will receive a jersey, socks, & hat.
- I) Pitchers will be allowed to pitch 3 innings per tournament, no more than 2 innings in one day. These pitches will have no effect on league play.

XV. LITTLE LEAGUERS OF KENOSHA PLAYING RULES

Little Leaguers of Kenosha rules have precedence over International Little League Official Playing Rules only for league play.

1.00 - OBJECTIVES OF THE GAME

Little League Official Playing: Rule 1.00

- A) Equipment:
- 1) The ball used will be determined by the Commissioner /President and supplied by league.
 - 2) Bats; must meet Little League standards and approval.
NOTE: 10-11 Fall League shall only use all wood bats, supplied by the league, are permitted.

PENALTY:

- a) First offense, bat removed from the game.
- b) Second offense, player and manager removed from the game and suspended for the next game.
- c) Third offense, player, parent, and manager to meet with President and could result in removal from the program.

3) **Batting helmets;** Every player (in the spring programs) will be issued a helmet when they register the first year in the program. It is theirs to keep for their entire Little League career.

- a) **ONLY** league issued batting helmets are allowed. **NO EXCEPTIONS.**
- b) You are responsible to maintain & clean it for your entire stay in the program.
- c) If lost, misplaced, or damaged, you must purchase a new helmet from the concession stand.
- d) Player should place name on the **inside** of the helmet only.
- e) Players are required to wear helmets when:
 - i) Batting (anywhere/anytime)
 - ii) Base runner.
 - iii) Coaching a base
- f) Only the Little Leaguers of Kenosha decal is allowed on helmets. It will be placed on the front center of the batting helmet and on the back center of the catcher helmet.
- g) No decals (except; Little Leaguers of Kenosha), writing, printing, etc. or discoloring are allowed.

PENALTY:

- a) First offense; warning and helmet removed and corrected.
- b) Second offense; player and manager removed from the game.
- c) Third offense; player, parent and manager to meet with the President
- h) **Throwing of bat/helmet is prohibited.**

PENALTY:

- a. First offense; either a warning or ejection. Umpires decision is final.
- b. Second offense; removal from the game & the President notified.
- c. If the same player is ejected a second time, the player will be suspended. The President will determine the length of the suspension.

4) Catcher's gear:

- a) Required equipment must be worn during games, practice, & warm ups. Includes:
 - i) Supporter & cup.
 - ii) Catcher's mitt
 - iii) Mask, helmet & throat guard.
 - iv) Chest protector.
 - v) Leg guards.
- b) League issued equipment is preferred. Personal catching equipment maybe allowed providing:
 - a. It contains the NOSCE seal.
 - b. Must be black or navy blue in color.
 - c. Player & manager must have a letter of approval from the President.

PENALTY: First offense, warning and equipment removed from the game.

Second offense, one game suspension for manager.

Third offense, player, parent, & manager to meet with the President

B) Uniform:

- 1) All players on each team will only wear uniforms issued by the league.
- 2) Players must be in complete uniform in order to participate.
- 3) Uniforms shall consist of:

- a) Jersey, which is issued by the league.
 - i) Must be tucked in at all times.
 - ii) No writing, printing, or markings, etc. permitted on the jersey.
 - iii). If the jersey is defaced in any manner, the parent/guardian is responsible for the replacement costs. The player cannot play until the jersey is replaced.
- b) Pants issued each year to players and are theirs to keep. Only white pants are allowed. No stripes or piping is allowed.
 - c) Hat supplied by the league and yours to keep.
 - i) If lost one can be purchased at the concession stand.
 - ii) Hats are **NOT** to be worn backwards.
 - iii) Players may wear their All Star hats in regular season and playoff games.
 - iv) Players are **not** allowed to wear tournament team hats in regular season and playoff games.
- d) Socks are league issued and are yours to keep. If lost, you must purchase new socks that match the team.

PENALTY: PLAYER NOT IN PROPER UNIFORM MAY NOT BE ON PLAYING FIELD. IF NOTICED WHILE AT BAT, PLAYER WILL BE TREATED SAME AS PLAYER BEING ILL. WHEN IN PROPER UNIFORM, PLAYER MAY RETURN TO FEILD OR LINE-UP.

- 4) Managers are responsible for players being in proper uniform and equipment when player is anywhere on playing field (including at bat).

PENALY: FIRST OFFENSE: WARNING TO MANAGER; SECOND OFFENSE: ONE GAME SUSPENSION FOR MANAGER

- 5) Managers & coaches are not allowed to wear conventional baseball uniforms or shoes with metal spikes, cleats, sandals, or flip flops.
- 6) Managers/coaches must be registered and are required to wear the shirt issued by the league.
 - a) Issued shirt may not altered from its original design
 - b) If a manager or coach is wearing a jacket, a league issued shirt is encouraged to be worn underneath. But not required.
 - c) If a hat is worn it must be the league issued hat.

PENALTY: COACH/MANAGER NOT IN PROPER UNIFORM WILL NOT ALLOWED ON PLAYING FIELD, IF NOT CORRECTED.

C) Catcher:

- 1. If a female is going to catch, the manager must have parent's approval in writing & a copy given to the President.
- 2. As long as the catcher, catches three (3) innings or less and then becomes the pitcher and throws Forty (40) or less pitches, that player may return as catcher. However, the total number of innings cannot exceed four (4).

2.00 - DEFINITION OF TERMS

Refer to Little League Official Playing: Rule 2.00

3.00 - GAME PRELIMINARIES

Little League Official Playing: Rule 3.00

A) Before Game: Umpires

- 1. One or more umpires to officiate each game.
- 2. Report at least 5 minutes before the start of the game to meet with managers.
 - a. Go over ground rules.
 - b. Remind the managers of;
 - 1. Sliding rule.

2. Number of warm-up pitches.
 3. Substitute runner for the catcher. Runner can be put in anytime but must have a runner with two outs.
 4. Exchange of line-up sheets, with first initial, last name & number.
 5. Official time the game started (when the first pitch is to be delivered)
3. If there is more than one game at the diamond take a 5 minute intermission before starting the next game, unless the previous game ended earlier. In such instance, start the next game at the specified time.
 4. Must know the rules.

B) Participation

1. Participants in the Little Leaguers of Kenosha, Inc. program **are not** allowed to participate with any other baseball team, league or organization as long as the regular season team, as well as the tournaments teams is active. If discovered, said player will be removed from the Little Leaguers of Kenosha, Inc. program and all fees will be forfeited.
2. All leagues have a mandatory participation rule:
 - a. Each player **must** start in the field every other game.
 - b. Every player **must** play in every game unless there is a valid reason for not playing the individual. The opposing manager must be notified at the start of the game.
3. Substitution:
 - a. 9/10 & 11/12 league;
 - a. There will be free defensive substitution.
 - b. Bench players must be inserted defensively after the first 2 innings and play for 6 consecutive outs.
 - c. Starting players removed defensively after the second inning must sit out a minimum of one inning before re-entering.
 - d. All substitutes must be given to the opposing manager. Especially, if changing catcher before they have caught four innings and wanting them eligible to pitch that day. *See Rule 8.00 E: Illegal Pitcher*
 - b. 7-8 League & the 8/9, 10/11 Fall Leagues:
 - a. Continuous batting order.
 - b. Has free substitution.
 - c. Can rotate players in and out every inning.
4. Extra inning games:
 - a. Any player may re-enter the game as a fielder at the top of the extra inning. After this time, the rules (Little League rule book) for re-entering a game are to be followed.
 - b. A player who has already pitched may not pitch again in this game.

PENALTY FOR FAILURE TO FOLLOW 1 OR 2:

- a) First offense, a warning.
- b) Second offense, Manager one game suspension.
- c) Third offense, Manager dismissal from the program

4.00 - STARTING & ENDING THE GAME

Little League Official Playing: Rule 4.00

A) Schedules are determined by the President.

B) Umpires will meet at home plate with the managers or designated coach 5 minutes before the start of the game.

1. Review ground rules.
2. Exchange line-up sheets. They must include first & last name, jersey number, and position.
3. Record starting time. Time starts as the first pitch is to be thrown.

C) Length of games; no inning to start after;

1. 11/12, one hour forty-five minutes.
2. 9/10, one hour thirty minutes.
3. 7/8, one hour thirty minutes.
4. Fall league, all games one hour thirty minutes
5. If home team is batting and leading when the time limit is reached, play stops.
6. Time limits are ignored if the game is tied. Games will be played until a winner is declared.

D) Dugouts .

1. The scheduled home team shall occupy the third base dugout.
2. The scheduled visiting team shall occupy the first base dugout.

E) Batting Order:

1. Seven (7) players are needed to start the game.
2. Continuous batting order will be used in tall leagues.
3. If a player arrives late, it will be the manager's decision to play the child or not.
4. Once a player leaves a game for injury, illness, etc. regardless of reason, that player may not re-enter the game unless the game goes into extra innings. However, if the opposing manager agrees for you to re-enter said player you may do so.
5. There is no automatic out, under any circumstances.

F) Ejections:

1. When a player, manager, or coach is ejected, they shall leave the playing field immediately and take no further part in the game.
2. They are to retreat from the playing area.

PENALTY:

- a. A one game suspension (the team's next game) for the 1st offense.
- b. 2nd offense will require a meeting with the President and/or Board and could result in permanent suspension from the program.
3. If the manager, coach, or player who is suspended, appears at the park for the suspended game they may not take part in any pre-game or game activities. **PENALTY** Additional two game suspension.

G) Forfeits:

1. A team cannot field enough players (7) within 10 minutes of the starting time. Unless in the umpires judgment the delay is unavoidable.
2. A team refuses to play or continue to play.
PENALTY; Manager must meet with the President prior to the next game.
3. A team fails to remove an ejected individual within a reasonable amount of time in the umpire's judgment.
4. After a warning by the umpire, the team, manager, coach, player, or spectator willfully & persistently violates any rules.
5. Anyone employs tactics designed to intentionally delay or shorten the game.
6. Forfeits & circumstances are to be submitted to the President within 24 hours...

L) Number Players Needed To Start a Game:

1. Seven (7) players are needed to start a game. If a team has less than seven the game is forfeited to the other team.
2. Once play has started, a team may continue with less than seven players, providing a player(s) has been lost because of injury or illness. If a team cannot continue to play, the game will be forfeited to the other team.

M) Rainouts or Cancellations:

1. Games will be made up as soon as possible.
2. Dates & times of make ups will be posted on the web site & bulletin board.
3. All games will be re-played from the beginning.
4. The number of pitches used, do count.

N) Protests:

1. Protests will only be considered when there is a rule violation or interpretation of a playing rule or use of an ineligible player.

2. No protest will be considered based on an umpire's judgment.
3. Unauthorized equipment must be removed from the game. It is not a basis for a protest.
4. Only the manager or acting manager has the right to protest.
5. The protesting manager shall immediately and before play resumes, notify the umpire and opposing manager that the game is being protested. The reason for the protest is also to be declared.
 - a. If a protest is not announced at the time a believed rule violation occurred, no protest will be allowed to be filed.
 - b. If the protest is for an ineligible player, the protesting manager must inform the umpire and opposing manager before the final out of the game occurs.
6. Protests made must be submitted in writing to the President within 24 hours.
7. The President and/or Board will review the protest & return a response to the teams involved within 48 hours.
 - a. If the protest is allowed, play will resume from the point of infraction.
 - b. The game will be rescheduled at the Presidents discretion.

5.00 - PUTTING THE BALL IN PLAY - LIVE BALL

Little League Official Playing: Rule 5.00

6.00 - THE BATTER

A) Batter must keep one foot in the batter's box at all times, unless a time out is called.

PENALTY: If ball is pitched, it is an automatic strike.

B) Team is entitled to only one batter time out per inning.

Little League Official Playing: Rule 6.00

7.00 THE RUNNER

Little League Official Playing: Rule 7.00

A) Sliding:

1. Runner is not required to slide at any base. However, runner must avoid contact with and/or interfering with fielder. (The purpose of this rule is to avoid physical contact.)

2. Head first slides are not allowed going toward a base. If returning to a base it is permissible.

PENALTY; Runner will be declared out.

3. Umpire decisions are final. This is not an item of protest.

B) Courtesy Runner for Catcher:

1. Courtesy runner for the catcher will be the player who made the last out.

2. May run for the catcher at any time.

3. Must run for the catcher with two outs.

C) Passed Balls & Wild Pitches:

1. Does not apply to the 7/8 spring league

2. On a passed ball, runners can advance at their own risk. If the ball remains in play the runners may continue to advance. **NOTE:** 8/9 fall league, runners may only advance to third.

3. If the ball goes out of play, runners can only advance one base.

4. A base runner on third may attempt to score on a passed ball in all leagues except the 7/8 spring league and the 8/9 fall league.

5. A runner on third can only score on a batted ball in the 7/8 & 8/9 leagues.

D) Base Stealing;

1. When a pitcher is in contact with the pitching rubber and has possession of the ball and the catcher is ready to receive delivery of a pitch, base runners shall not leave their base until the ball crosses the plate. If a runner leaves the base before the ball crosses the plate, the umpire shall call that runner out and the ball dead.

2. If a runner is not in contact with the base when the ball is delivered, the umpire will call the runner out and the ball is dead.

3. The violation by one base runner shall affect all other base runners.
4. Once a runner makes an attempt to steal a base any ball thrown back to the pitchers is not a dead ball unless declared by the umpire. All umpire decisions are final.

8.00 - PITCHER

Little League Official Playing: Rule 8.00

A) Pitches Permitted

1. Curve ball or any such breaking ball (other than natural movement) shall not be allowed. This will be enforced by the umpires & their decision is final.
2. Only fastballs, change-ups, & knuckle balls are permitted.
3. Penalty;
 - a. First offense; a warning and the pitch ruled a ball, unless the ball is put into play. The offensive team will have the option to either take the play from batted ball or have the pitch ruled a ball.
 - b. Second offense same as the first.
 - c. Third offense, player removed as pitcher but not from the game.
 - d. The President is to be notified after third violation. Player and manger are to meet with the President &/or Board. Said player could potentially not be allowed to pitch.

B) Warm Up Throws;

1. Five (5) pitches to start the game and for new pitchers entering the game.
2. Three (3) pitches in-between innings.

C) Walks;

1. Intentional
 1. Intentional walks are not allowed. No such strategy to attempt to take the bat out of the players hand will be allowed.
 2. If the umpire determines the manager or coach has instructed the pitcher to pitch around a batter, the umpire will warn the manager or coach and rule the batter to hit again.
 3. The umpire will notify the President of the violation.
- Penalty:**
- a. First offense, a warning.
 - b. Successive violations will be suspension determined by the President and/or Board.
2. 9/10 Spring & 8/9 & 10/11 Fall.
 - a. Pitcher must be removed after issuing four (4) consecutive walks.

D) Changing a pitcher does not count as a visit to the, mound.

1. The number of visits to the mound is covered in the Little League rule book.
2. Rule #8.06

E) Illegal pitcher:

1. The protesting the use of an illegal pitcher must be done before the game is completed.
2. If an illegal pitcher is used and a protest declared, the umpire and/or manager will contact the board member immediately.
3. The illegal pitcher will be removed, but may be placed at another position, and replaced with a legal pitcher.
4. In order to win the protest/forfeit, the game must be completed. The game will continue and played in its entirety. However, play will halt at the time limit, regardless of score or circumstances.
5. If a manger refuses to continue the game, he/she will meet with the President and be suspended for the next two games. If the situation occurs again, the manager will be dismissed from the program.

9.00 - THE UMPIRE

Little League Official Playing: Rule 9.00

A) Positioning

1. If there is only one umpire, he or she, will call the game from behind the plate.

2. If there is more than one umpire.
 - a. The plate umpire will be the umpire-in-chief
 - b. Base umpires must position themselves behind the infielders.

B) EJECTIONS

1. Each umpire has the authority to disqualify any player, coach, manager, or spectator for objecting decisions, unsportsmanlike conduct or language & to eject such person from the playing field.
2. The President is to be notified, in writing, within 24 hours.

C) ATTIRE

1. Umpires must supply their own equipment.
2. Shirt must be clean and tucked in at all times. The shirt must be league issued or WIAA approved.
3. Black or gray slacks or shorts. No jeans.
4. Pick up game balls from concession stand.

D) Must turn in line-up sheet with score and signature.

E) All equipment to be checked prior to every game.

XVI. COMMONLY ASKED, LITTLE LEAGUE REGULATIONS, RULES & DEFINITIONS OF TERMS, QUESTIONS: Where can I find that in the Little League Rule Book?

Pitch count, number of days rest needed per pitch count, when can and can't catcher move to pitching position and when can or can't pitcher move to catcher position *General Regulation; VI-Pitching; pages 40-42*

Color of Pitcher's long sleeve shirts *Official Playing Rules- 1.11a3 page 56*

Color of glove, what can be on pitching hand, wrist or arm *Official Playing Rules- 1.15a-c page 57*

Definition of: Infield Fly *Official Playing Rules- 2.00 page 62*

Interference *Official Playing Rules- 2.00 page 62-63 and 7.09a-k pages 86-87*

Obstruction *Official Playing Rules- 2.00 page 63 and 7.08a&b page 84-85*

Batting Out of Order: *Official Playing Rules- 6.07a-d pages 79 -81*

Awarding Bases: Batter and Runner: *Official Playing Rules- 7.05a-j page 83-84*

XVII. LITTLE LEAGUERS of KENOSHA GENERAL NON-PLAYING RULES

A. DIAMOND USE

1. Practice.
 - a. Teams select practice times at a designated manager's meeting.
 - b. The diamonds are reserved until the 'Just Say No To Drugs' tournament begins.
 - c. Once the season begins, teams must reserve a diamond with the President. Diamonds may be reserved beginning on the Thursday of the preceding week. A permit is required.
2. Game Days:
 - a. No batting practice allowed on the diamonds.
 - b. No use of the infield permitted for pre-game practice.
 - c. Teams not allowed on the infield until the game begins.
 - d. Teams may warm-up in the outfield if time permits.

B. PRACTICE at Kenosha Sports Complex

1. Regular season teams may practice no more than 3 times per week.
2. Practice may not begin until the date determined by the President.
3. Pre-season diamond selection;
 - i. Teams select times & days based on a draft.
 - ii. Each league will select two practice times, beginning with the 11/12 year old league.

- iii. 8 year old league will then select a practice time.
- iv. If times are open 11/12 league will select first followed by the 9/10.
4. Times are reserved until the 'Just Say No To Drugs' tournament begins.
5. You are covered by insurance no matter where you practice.
6. Practices are to improve & develop baseball skills in each & every player on your roster.

C. BATTING CAGE

1. KSC has four batting cages. Teams on diamonds #1, #2, #3 & #4 will use the respective batting cage.
2. Times:
 - a. The visiting team (on the schedule) has the use of the cage **up to** forty-five (45) minutes before the scheduled game time.
 - b. The home team (on the schedule) has the use of the cage forty-five (45) minutes before the scheduled game time and must be done with the cage fifteen (15) minutes before the scheduled game time.
- 3.. Batting Cage Rules:
 - a. Only the manager or registered coaches are allowed to throw batting practice.
 - b. An adult must supervise the players standing outside the cage for safety and order.
 - c. Only one batter per cage & the batter must wear a protective helmet.
 - d. All equipment & debris must be picked up when you are done.
 - e. Abuse or violations will result in loss of privilege.
 - f. the last team to leave the respective cage is expected to lock it up.

D. DUGOUT

1. Each team is responsible to clean the dugout & surrounding area at the end of the game.
2. Teams playing the first game of the day are to sweep the dugout.

E. SCOREBOARDS

1. Control boxes are to be picked up from the concession stand prior to the game and returned when the game is completed.
2. The home team is responsible to operate the control box.
3. Assign a parent or coach to operate the control box.
4. If the control box is lost, stolen, misplaced the manager will be liable for the repair and/or replacement cost.

F. BASES

1. They are located in the third base dugout.
2. Home team of the first game puts them out.
3. Home team of the last game puts them away.

G. INJURIES

1. Any injury must be reported to the board member on duty or President.
2. An injury form must be completed.

H. GAME RESULTS

1. Kenosha Sports Network is available to post results, pictures, & comments. This is a great opportunity to promote your team and players accomplishments as well as the programs.
2. Game results are to be posted on our web site. www.littleleaguersofkenosha.com

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