



**RULE BOOK & POLICIES**



## **Central Kansas Baseball League Staff**

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## **Mission Statement**

The mission of the Central Kansas Baseball League is to provide youth in the area with a quality environment that promotes sportsmanship, instruction, teamwork, and the enjoyment of the baseball experience.

# **2018 Official Rules of The Central Kansas Baseball League**

## **Introduction**

The following rules, supplemented by the official USSSA rule book, shall govern play and conduct of players and team officials in 10U-14U league games. The High School division will strictly go by KSHAA rules.

There has never been a set of rules or laws that are completely without loopholes. When a parent, an individual, or team is basing a protest or defense on merely a minor technical point or loophole that is contrary to tradition, accepted practice, fair play or good sportsmanship, the spirit of the rule will be considered as well as the letter of the rule.

Since this is a new competitive league, changes in these rules may be recommended and presented in writing to the future Rules Committee for approval or rejection. If approved then will be added to next year's rule revision.

The official rules of USSSA are modified regarding certain age divisions. In case of any conflict between the rules of the CKBL and rules of USSSA, the CKBL rules shall have precedence.

## **Participants**

1. All youths between the ages of 7 and 18 may participate
2. The player's age, on or before May 1st of each year, shall determine the age division he/she is eligible to participate in.
3. A participant may play in a division for older ages.

## Terms

1. Only participant's appearing on the official team roster on file with League Director will be eligible to play in any regular league game.
2. No participant may be assigned to more than one CKBL team.
3. A participant cannot change teams once a signed roster has been submitted and accepted by the league.
4. No participant may be added to a team roster after May 21<sup>st</sup> for 10U-14U divisions. For the High School division, no participant can be added to roster after June 18<sup>th</sup>.
5. No team refunds will be given after the first game of the season has been played.
6. The penalty for violation of any of the rules of this section will be forfeiture of the affected game(s).

## Rosters/Players

1. Teams joining the CKBL will be already formed. If there are teams that need players or players looking for teams, let the League Director know and it will be posted on the league website.
2. Teams cannot recruit players from other teams while the season is in progress. If this occurs, the offending team will have to forfeit any games that player plays in.

## General Rules for all Divisions

1. Teams warm up is limited to their playing field or outside commons area.
2. Infield practice will be limited to five minutes per team. On field warm up is allowed prior to game start, behind the baselines or in front of the dugout.
3. No more than three coaches per team. A coach is allowed to sit or stand in the doorway of a dugout, **not outside of the dugout**. Only the head coach is allowed to talk to umpires and ask questions on calls. Confrontations between coaches and umpires (within reason) will be handled in the following manner:
  - a. 1. Verbal warning – Can include coach being restricted to the dugout.
  - b. 2. Ejection – When warranted.
  - c. If an assistant coach is ejected from a game, the head coach is automatically restricted to the dugout. It is the head coach's responsibility to control players, other coaches, and spectators.
4. All games will start promptly at the designated time. Teams must have eight players and at least 1 coach to start any game. If a team is unable to start the game within five minutes of the designated time, that team shall forfeit such game.
5. When the 9<sup>th</sup> spot in batting order is up, it will be an automatic out for team with only 8 players. If the 9<sup>th</sup> player arrives, they are required to enter at the vacant batting position.
6. Any decisions as to the playing conditions due to bad weather or unsafe factors will be the responsibility of the complex supervisor. They have the power to suspend games, and report action to the League Director. If the suspension of a game comes after a CKBL run rule, then it is a complete game. Any team unable to resume the game, at the discretion and appointed time, shall forfeit the game.
7. In the event a game is stopped due to unsafe or un-playable conditions, or similar reasons, the game shall constitute a complete game if more than one-half (1/2) of the regularly scheduled innings have been completed. For example, a 7 inning game will be complete after 3 ½ innings if the home team is

leading or 4 innings if the visiting team is leading. For 6 inning games it is a complete game after 2 ½ or 3 innings, respectively.

8. Any game that is suspended due to unsafe or un-playable conditions, or other similar reasons and which would result in either an incomplete or tied game, will be completed at a later date as scheduled by the League Director.

### **General Playing Rules for all Divisions**

1. All players must appear in full uniform.
2. A double-flap protective helmet must be worn while at bat and running bases. If a player enters the batter's box without a helmet, a warning will be called and the next time it will be an automatic out.
3. A baserunner, who deliberately removes his helmet during live ball action, shall be called out.
4. For all Age Divisions, catchers must wear a double-flap protective helmet, with a throat guard.
5. Home team shall use the third base dugout.
6. All players, managers, coaches, and equipment must remain in the dugouts while not taking part in or being used in the normal course of the game. The on-deck batter must remain in their team's designated practice circle. Base coaches must be in the properly designated areas.
7. In all age divisions, a maximum of 90 seconds will be allowed between innings.
  - a. Penalty: The umpire shall call a ball if it is a defensive delay and a strike if it is an offensive delay. The calls shall be made at twenty second intervals until play resumes.
8. Coaches are allowed one trip per inning to visit with a pitcher. On the second trip to the mound in the same inning, for the same pitcher, the pitcher must be removed from that position. Crossing the foul line at any given time constitutes a trip to the mound, except for injury to a player, or a discussion with an umpire.

### **Pitching Rules**

League officials will not monitor pitching limitations in any age groups. CKBL Officials trust that coaches know their players the best, and will not get involved unless warranted.

### **Game Time Limit**

10U games will last 6 innings or 1hr 15min.

12U games will last 6 innings or 1hr 30min.

14U games will last 7 innings or 1hr 30min.

High School games will last 7 innings or 1hr 45min.

No new inning will be started with less than 5 minutes remaining in game time. All innings began before time expires, will be finished.

## **Run Rules and Limits**

10U-12U: 15 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.

14U-HS: 15 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.

## **Runs Limits per Inning**

10U-12U 6 runs per inning. After the 6<sup>th</sup> run teams switch sides.

14U-HS No Limit per inning

## **Age Specific Rules**

### **10U Division**

1. Base distance is 65ft. Pitching distance is 45ft.
2. All players present and who are eligible to play, will bat in rotation.
3. Unlimited substitution is allowed for all positions except pitcher.
4. Once a starting pitcher has been removed from that position, he may re-enter that position one time in the same game.
5. Balks and the Infield Fly Rule will be enforced.
6. Baserunners are allowed to steal all bases, except for home.
7. A dropped third strike is an automatic out. The ball remains live, runners may advance, however the batter is out.
8. A courtesy runner will be allowed for either the pitcher or catcher, at any time. Said runner cannot be in the current lineup, and will be a free substitution and not entered in the scorebook. The same courtesy runner may not run for both the pitcher and catcher. For teams batting their entire lineup, the last recorded out can be used as the courtesy runner.

### **12U Division**

1. Base distances are 70ft. Pitching distance is 50ft.
2. Coaches will meet during pre-game home plate meeting to decide if they want to bat their entire lineup, play 9 bat 9, or use an Extra Hitter (EH).
3. A courtesy runner will be allowed for either the pitcher or catcher, at any time. Said runner cannot be in the current lineup, and will be a free substitution and not entered in the scorebook. The same courtesy runner may not run for both the pitcher and catcher. For teams batting their entire lineup, the last recorded out can be used as the courtesy runner.
4. Extra Hitter (EH) – This rule is optional. A team must declare its intent to use this rule before the game starts. A team may bat ten (10) players, but may not revert to a nine (9) player lineup except for injury or illness, and only then, if no substitutes are available.
5. Batting entire lineup: This rule is optional. A team must declare its intent to use this rule before the game starts. A team may not change once the game begins. If a team elects to bat their entire lineup, free defensive substitution will be allowed. In case of an injury, a team is not penalized with an out until

the number of batters falls below nine (9). When batting a team's entire lineup, players who are late will be added to the bottom of the lineup without penalty.

### **14U Division**

1. Base distance 80ft. Pitching distance 54ft.
2. Play 9 bat 9.
3. A courtesy runner will be allowed for either the pitcher or catcher, at any time. Said runner cannot be in the current lineup, and will be a free substitution and not entered in the scorebook. The same courtesy runner may not run for both the pitcher and catcher.
4. Extra Hitter (EH) – This rule is optional. A team must declare its intent to use this rule before the game starts. A team may bat ten (10) players, but may not revert to a nine (9) player lineup except for injury or illness, and only then, if no substitutes are available.

### **High School Division**

1. Teams may play 9 bat 9, while also using the KSHSAA re-entry rule for starters.
2. A courtesy runner will be allowed for either the pitcher or catcher, at any time. Said runner cannot be in the current lineup, and will be a free substitution and not entered in the scorebook. The same courtesy runner may not run for both the pitcher and catcher.
3. Extra Hitter (EH) – This rule is optional. A team must declare its intent to use this rule before the game starts. A team may bat ten (10) players, but may not revert to a nine (9) player lineup except for injury or illness, and only then, if no substitutes are available.
4. All other rules for the high school division will follow KSHSAA.