

2017 BIG 6 BASEBALL/SOFTBALL RULES

Big 6 Representatives

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“The spirit of this league is for recreational and instructional purposes. All children will have an opportunity to participate and represent their home town. Teams are to be selected with the intent of making our league as balanced as possible.”

Player Eligibility

1. No participant can be over age prior to May 1st of the current year.
2. **Rosters must be turned in to league by June 1.** All town representatives will exchange team rosters by the deadline date (June 1). Players may only be on one roster within the Big 6 league.
3. Only players listed on the roster can play unless agreed upon by both coaches and umpires. Exceptions must be noted in the scorebooks and initialed by both coaches and the umpire. It is the responsibility of the coach using a non-rostered player to bring it to the attention of the opposing team and umpires.
 - a. A team may call up a player if their team will be short of players. A team may only call up enough players to bring their team to nine players.
 - b. All players called up must be rostered in the Big 6 League and from the same town as the team calling up the player.
 - c. All players called up to play must be from the age group below. (Example: 7-8 age group may call up a registered teeball player)
 - d. Called up players may not pitch, catch, or play first base.
 - e. If a regularly rostered player(s) show up for the game, they must play and the called up player(s) would not be allowed to play.
4. Players may be waived down an age group for the whole season. The town representatives will discuss each applicant on an individual basis and decide whether they may play down.
 - a. Waivered players shall NOT be allowed to pitch, catch or be one of the first 6 batters in the batting order.

Game Regulations

1. All games in the Big 6 League will be played by NFHS (high school) rules (except as noted).

Umpire Requirements

1. Umpires must be at least 2 years older than the age group they are umpiring for.

Time Issues

1. No pre-game infield will be allowed if the game is starting late.
2. All teams must be ready to start their game 15 minutes before the scheduled game time.
3. Between innings pitchers may throw 5 pitches or warm up for 1 minute, whichever comes first.
4. Time will begin at the first thrown pitch of the game.
5. If any time remains when the last out of an inning is made, then another inning must be played.

Rainouts/Inclement Weather

1. Rainouts will be determined by the home team's town representative.
 - a. The representatives will decide if games are going to be played no later than 4 p.m.
 - b. Phone Call Chain of Command: Representative will call coaches; coaches call players.
 - c. Rainouts may be played on weekends if needed.
 - d. Don't assume your game has been cancelled. If you have not been notified, then you are still playing.
 - e. Town Reps will make three (3) attempts to reschedule a game before it's considered a forfeit.
2. All games must play all but 2 innings of the regularly scheduled innings to be considered complete. However, if the home team is ahead, they need not bat in the bottom half of the inning.
3. Any games postponed due to inclement weather will pick up where they left off if the game is not considered completed.

Home Team Dugout: The second team listed on the schedule will be the home team.

1. Blue Valley: 1st Base Dugout
2. Onaga: 1st Base Dugout
3. St. George: 3rd Base Dugout
4. Wamego: 3rd Base Dugout
5. Westmoreland: 3rd Base Dugout

Scheduling

1. Each team will play 12 games.
2. Whenever possible, each team will play every team in their age group at least once.
3. No teams will play each other more than two times unless the number of teams in the age group dictates different.
4. The second team listed on the schedule will be the home team.
5. Minimum of four teams in each age group to have a league.

Free Substitution

1. All age groups have free substitution. Free substitution may not change the batting order.

Batting Order

1. All players on the team must be placed in the batting order.
2. The batting order cannot change once the game has begun. Exception: Late arrivals must be placed at the end of the batting order. The opposing coach must be notified if this occurs.
3. Any player arriving late will be placed at the bottom of the batting order.
4. An automatic out will be given when a team has less than 9 batters in their lineup.

Protests

1. A coach can only protest "rule interpretation" scenarios. Judgment calls may not be protested. These would include out/safe, ball/strike, fair/foul, etc.
2. There will be a \$35 cash protest fee filed with any protest. The \$35 must be paid at the time of the protest.
3. The protest must be submitted to your town representative within 48 hours of the game.
4. A coach must notify the umpire of his/her wishes to protest before the next pitch is thrown. The umpire will note in both teams' scorebooks the game is being protested. Scorekeepers will note in the scorebook the exact time (innings and outs, etc.) the protest occurred.
5. The representatives will discuss the protest within 10 days to deny or validate the protest. All decisions by the representatives are final.
6. Tournament protests will be decided by the host town representative in order to expedite the tournament in a timely manner.
7. If the protest is upheld the \$35 will be returned.

League Participants/ Coach Volunteers Code of Conduct

1. Present myself as a positive role model for the children.
2. Encourage players to develop good sportsmanship, teamwork and self-discipline (lead by example in demonstrating fair play and sportsmanship).
3. Be familiar with league rules, and communicate them to players and parents.
4. Cooperate and be respectful to all participants involved with the program. This includes, onsite supervisors, officials, other coaches, participants, parents and spectators.
5. Never physically, verbally or emotionally harm, hurt, humiliate or intimidate another participant, coach, parent or Wamego, Blue Valley, Westmoreland, Onaga or Westmoreland staff members.
6. Refrain from negative coaching tactics, including profanity.
7. Provide an opportunity for each player to participate.
8. Treat each player as an individual, taking into account the large range of emotional and physical development for youth age groups.
9. Provide an environment that is free from violent behavior, drugs, tobacco and alcohol.
10. Violations of the above rules will be documented and consequences may include expulsion from the playing field, stands and parking area.

Bats

1. All bats are considered legal as long as baseball bats are being used for baseball and softball bats are being used for softball. There are no weight or length limitations.

Protective Gear

1. Protective head gear must be worn while at bat, running the bases, and in the on-deck circle. Such head gear must cover the top of the head and have extended ear flaps, which cover both ears.
2. Any player must wear catchers head gear while catching at any time. This includes warming up the pitcher before the game and between innings. This head gear must cover the top of the head and the ears. The catcher's protective head gear must include a throat guard.
3. Shin guards and a chest protector must be worn by catchers at all times.

Metal Cleats

1. Metal Cleats are not allowed in the Big 6 League.

7-8 Girls

1. FIELD SETUP:
 - a. Time Limit: 5 innings or 1 hour and 15 minutes
 - b. Safety base will be used in this league.

Age Group	Ball Size	Base Distance	Pitching Distance
7-8 Girls Softball	11' Softball	60'	27' with 8' radius circle beginning at pitcher's rubber (centered at 35').

2. BATTING:
 - a. The coach will pitch the entire game (Does not have to be the same coach entire game).
 - b. The coach pitcher must pitch from the pitching rubber, and he/she must **pitch underhand**.
 - c. The umpire will call a maximum of eight (8) pitches or three (3) swinging strikes to each batter.
 - d. Batter is not out on 9th, 10th, 11th pitch, ect if ball is hit foul.
 - e. No bunting allowed. Any attempt to bunt counts as a strike.
 - f. A player may not advance on a 3rd dropped strike.
 - g. A batter may not obtain first base when hit by a pitch from the coach. It is considered a no pitch.
 - h. The coach cannot shield a player from a softball or touch a hit softball. It will be ruled a "No Pitch" if this occurs. The coach must leave the field of play as soon as the softball is hit.

- i. Bat Throwing One Team Warning Rule: After the first bat is thrown the **entire team** gets a warning, the next bat thrown on the same team will result in an OUT.

3. DEAD BALL SITUATIONS & BASE RUNNING:

- a. Runners may not leave their base until contact is made. If base runner leaves early it will result in an out for the offending team.
- b. Base runners may only advance ONE base on an over throw (even if there are multiple overthrows in one play).
- c. In order to stop a play, the defense must have the softball, in control, at a base equal to or in front of one of the base runners or held by the pitcher inside the pitcher's circle. Both feet must be in the pitcher's circle.
- d. If the ball is thrown to any base, from anywhere, and it is missed (overthrown, underthrown, ect.) it is a delayed dead ball. The base runners may advance at their own risk no further than ONE base. Time out will be called when the base runners reach the next base.
- e. The base runner is out when the defensive player has control of the ball, and the base runner remains on her feet and crashes into the defensive player (exception: 1st base). Result: the ball is immediately dead, the runner is out, and all other runners must return to the base occupied at the time of the collision. It is the base runners responsibility to avoid such contact.

4. PLAYING THE FIELD:

- a. The player pitcher must play anywhere with both feet within the circle.
- b. The player pitcher must play behind or to the side of the coach pitcher and behind an imaginary line extending from the back edge of the pitching plate toward 1st & 3rd bases. **Must be in the area of the pitcher position (umpire judgment).**
- c. There will be no infield fly rule. Runners may advance at their own risk. An infield fly must be caught before the runner is declared out.
- d. The defense will consist of 7 infielders and 4 outfielders. Seven infielders are allowed when **both** teams have enough players to fulfill this obligation. If one team has fewer than 11 players, both teams will play without the rover (eleventh player). The infield will consist of a catcher, pitcher, third baseman, shortstop, second baseman, first baseman, and a rover (between second baseman and first baseman). There is no penalty for only being able to provide 10 fielders.
- e. Outfielders must be at least **20'** behind the baseline.
- f. All players must play at least 2 innings of defense.

5. OTHER

- a. The **home team** is responsible for providing scorekeepers.
- b. Scorekeepers must note the starting time of the game in the scorebook.
- c. The game shall end when one team is ahead by 15 runs after 3 innings, 10 runs after 5 innings, or when mathematically eliminated.
- d. May score up to **FIVE (5)** runs per inning.

7-8 Boys

1. FIELD SETUP:

- a. Time Limit: 5 innings or 1 hour and 15 minutes
- b. Safety base will be used in this league.

Age Group	Ball Size	Base Distance	Pitching Distance
7-8 Boys Baseball	Official Baseball	60'	35'

2. BATTING:

- a. The coach will pitch the entire game (Does not have to be the same coach entire game).
- b. The coach must pitch from the pitching rubber, and he/she **must pitch overhand.**
- c. The player pitcher must play behind or to the side of the coach pitcher and behind an imaginary line extending from the back edge of the pitching plate toward 1st & 3rd bases. **Must be in the area of the pitcher position (umpire judgment).**

- d. The umpire will call a maximum of eight (8) pitches or three (3) swinging strikes to each batter.
- e. Batter is not out on 9th, 10th, 11th pitch, ect if ball is hit foul.
- f. No bunting allowed. Any attempt to bunt counts as a strike.
- g. A player may not advance on a 3rd dropped strike.
- h. A batter may not obtain first base when hit by a pitch from the coach. It is considered a no pitch.
- i. The coach cannot shield a player from the baseball or touch a hit baseball. It will be ruled a “No Pitch” if this occurs. The coach must leave the field of play as soon as the baseball is hit.
- j. The base runner is out when the defensive player has control of the ball, and the base runner remains on his feet and crashes into the defensive player (exception: 1st base). Result: the ball is immediately dead, the runner is out, and all other runners must return to the base occupied at the time of the collision. It is the base runners responsibility to avoid such contact.
- k. Bat Throwing One (1) Team Warning Rule: After the first bat is thrown the **entire team** gets a warning, the next bat thrown on the same team will result in an OUT.

3. DEAD BALL SITUATIONS & BASE RUNNING:

- a. Runners may not leave their base until contact is made. If base runner leaves early it will result in an out for the offending team.
- b. Base runners may only advance ONE base on an over throw (even if there are multiple overthrows in one play).
- c. In order to stop a play, the defense must have the baseball, in control, at a base equal to or in front of one of the base runners.
- d. If the ball is thrown to any base, from anywhere, and it is missed (overthrown, underthrown, ect.) it is a delayed dead ball. The base runners may advance at their own risk no further than ONE base. Time out will be called when the base runners reach the next base.
- e. The base runner is out when the defensive player has control of the ball, and the base runner remains on his feet and crashes into the defensive player (exception: 1st base). Result: the ball is immediately dead, the runner is out, and all other runners must return to the base occupied at the time of the collision. It is the base runners responsibility to avoid such contact.

4. PLAYING THE FIELD:

- a. There will be no infield fly rule. Runners may advance at their own risk. An infield fly must be caught before the runner is declared out
- b. The defense will consist of 7 infielders and 4 outfielders. Seven infielders are allowed when **both** teams have enough players to fulfill this obligation. If one team has fewer than 11 players, both teams will play without the rover (eleventh player). The infield will consist of a catcher, pitcher, third baseman, shortstop, second baseman, first baseman, and a rover (between second baseman and first baseman). There is no penalty for only being able to provide 10 fielders.
- c. Outfielders must be at least **20'** behind the baseline.
- d. All players must play at least 2 innings of defense.

5. OTHER

- a. The **home team** is responsible for providing scorekeepers.
- b. Scorekeepers must note the starting time of the game in the scorebook.
- c. The game shall end when one team is ahead by 15 runs after 3 innings, 10 runs after 5 innings, or when mathematically eliminated.
- d. May score up to **FIVE (5)** runs per inning.

9-10 Girls

1. FIELD SETUP

- a. Time Limit: 5 innings or 1 hour and 30 minutes
- b. Safety base will be used in this league.

Age Group	Ball Size	Base Distance	Pitching Distance
9-10 Girls Softball	11' Softball	60'	35' with 8' radius circle centered on pitcher's rubber.

2. BATTING:

- a. A batter may not obtain first base when hit by a pitch from the coach.
- b. Batters may obtain first base if hit by a pitch from the player (Umpire Judgement).
- c. The coach cannot shield a player from the softball or touch a hit softball. It will be ruled a “No Pitch” if this occurs. The coach must leave the field of play as soon as the softball is hit. Runners may not leave their base until contact is made. If base runner leaves early it will result in an out for the offending team.
- d. A player may not advance on a 3rd dropped strike.
- e. A player pitcher will pitch until the batter has 4 balls in the pitch count. At this time, the coach pitcher may throw up to 2 pitches. The number of balls pitched by the coach pitcher depend on pitch count and foul balls. There are NO walks when the coach is pitching.

EXAMPLE

- i. 4 & 0: Coach Pitcher may throw 2 pitches. If batter does not hit the ball (on pitch two) she is out. If the batter fouls off the coach’s last pitch (pitch 2), the coach pitcher may continue to pitch until the batter hits the ball in fair territory or strikes out.
 - ii. 4 & 1: Coach Pitcher may throw 2 pitches. If batter does not hit the ball (on pitch two) she is out. If the batter is fouling off the coach’s last pitch (pitch 2), the coach pitcher may continue to pitch until the batter hits the ball in fair territory or strikes out.
 - iii. 4 & 2: Coach Pitcher may throw 1 pitch. If batter does not hit the ball (on pitch one) she is out. If the batter is fouling off the coach’s last pitch (pitch 1), the coach pitcher may continue to pitch until the batter hits the ball in fair territory or strikes out.
- f. The coach pitcher must pitch from the pitching rubber, and he/she must pitch underhand.
 - g. Players may not bunt when the coach is pitching.
 - h. Bat Throwing One (1) Team Warning Rule: After the first bat is thrown the entire team gets a warning, the next bat thrown on the same team will result in an OUT.

3. DEAD BALL SITUATION & BASE RUNNING:

- a. A player pitcher may pitch up to 3 innings in one game with no daily maximum. One pitch in an inning constitutes an inning pitched.
- b. The base runner is out when the defensive player has control of the ball, and the base runner remains on her feet and crashes into the defensive player (exception: 1st base). Result: the ball is immediately dead, the runner is out, and all other runners must return to the base occupied at the time of the collision. It is the base runners responsibility to avoid such contact.

4. PLAYING THE FIELD:

- a. All players must play at least 2 innings of defense.
- b. The defense may play up to 10 players with four of them playing in the outfield.
- c. Outfielders must play at least 20' behind the baseline.
- d. A pitcher must be replaced when she hits a fourth batter with a pitch. They may not pitch again in the game.
- e. If the softball is thrown to any base, from anywhere, and it is missed (overthrown, underthrown, etc.), it is a delayed dead ball. The base runners may advance at their own risk no further than one base. Time out will be called when the base runner reaches the next base.
- f. In order to stop a play, the defense must have the softball in control at a base equal to or in front of one base runner or held by the pitcher inside the pitcher’s circle. Both feet must be in the pitcher’s circle.
- g. If the ball is thrown to any base, from anywhere, and it is missed (overthrown, underthrown, ect.) it is a delayed dead ball. The base runners may advance at their own risk no further than ONE base. Time out will be called when the base runners reach the next base.
- h. It is a delayed dead ball until all runners have reached base or been put out. If an out is recorded by the initial throw to a base, runners shall not be allowed to advance if a subsequent throw is overthrown in an attempt to turn a double (or triple) play.

- i. There will be no infield fly rule. Runners may advance at their own risk. An infield fly must be caught before the runner is declared out.
- j. Player pitchers may wear sunglasses without stipulations. Please review NFHS rules for all other accessories, tape on fingers, ect.

5. OTHER

- a. The **home team** is responsible for providing scorekeepers.
- b. Scorekeepers must note the starting time of the game in the scorebook.
- c. The game shall end when one team is ahead by 15 runs after 3 innings, 10 runs after 5 innings, or when mathematically eliminated.
- d. May score up to **FIVE (5)** runs per inning.
- e. Pitching Rules: See page 13-14

9-10 Boys

1. FIELD SETUP:

- a. Time Limit: 5 innings or 1 hour and 30 minutes

Age Group	Ball Size	Base Distance	Pitching Distance
9-10 Boys Baseball	Official Baseball	60'	45'

2. BATTING:

- a. A batter may not obtain first base when hit by a pitch from the coach.
- b. Batters may obtain first base if hit by a pitch from the player pitcher (Umpire Judgement).
- c. The coach pitcher cannot shield a player from the baseball or touch a hit baseball. It will be ruled a “No Pitch” if this occurs. The coach must leave the field of play as soon as the baseball is hit.
- d. A player may not advance on a 3rd dropped strike.
- e. Runners may not leave their base until contact is made. If base runner leaves early it will result in an out for the offending team.
- f. A player pitcher will pitch until the batter hits the baseball, is hit by a pitch, or the player pitcher throws 4 balls. Once the batter has drawn 4 balls, the coach pitcher will come in to pitch to the batter. The coach pitcher will assume the strike count and may only throw up to 2 pitches (depending on pitch count). As long as the batter is fouling off the coach’s second pitch, the coach may continue to pitch. There are no walks.
- g. The coach pitcher must pitch from the pitching rubber, and he/she must pitch overhand.
- h. Players may not bunt when the coach is pitching.
- i. A player may not advance on a 3rd dropped strike.
- j. Bat Throwing One (1) Team Warning Rule: After the first bat is thrown the **entire team** gets a warning, the next bat thrown on the same team will result in an OUT.

3. DEAD BALL SITUATIONS & BASE RUNNING:

- a. Base runners may steal bases at their own risk, but they cannot leave the base until the catcher has had an opportunity to catch the pitched baseball. Infraction of this rule will result in an immediate out.
- b. A base runner who was on third base before the pitch was thrown by the pitcher may not obtain home plate by wild pitch, passed ball, catcher overthrowing the pitcher, or by stealing. The base runner at third base must be hit in by the batter. (Exception: batter hit by a pitch with bases loaded.) If the defense attempts to make a play on any base runner, all runners (including the runner on 3rd) may advance at their own risk. A base runner that started the play on any other base may score in all of these scenarios.
- c. The base runner is out when the defensive player has control of the ball, and the base runner remains on his feet and crashes into the defensive player (exception: 1st base). Result: the ball is immediately dead, the runner is out, and all other runners must return to the base occupied at the time of the collision. It is the base runners responsibility to avoid such contact.

4. PLAYING THE FIELD:

- a. All players must play at least 2 innings of defense.
- b. A player pitcher may pitch up to 3 innings in one game with no daily maximum. One pitch in an inning constitutes an inning pitched.
- c. We recommend coaches/parents to count pitches. This is not a rule, but only a recommendation to alleviate overuse/abuse to their arm.
- d. It is a delayed dead ball until all runners have reached base or been put out. If an out is recorded by the initial throw to a base, runners shall not be allowed to advance if a subsequent throw is overthrown in an attempt to turn a double (or triple) play.
- e. The defense may play up to 10 players with four of them playing in the outfield.
- f. Outfielders must play at least **20'** behind the baseline.
- g. A pitcher must be replaced when he hits a fourth batter with a pitch. They may not pitch again in the game.
- h. There will be no infield fly rule. Runners may advance at their own risk. An infield fly must be caught before the runner is declared out.
- i. Player pitchers may wear sunglasses without stipulations. Please review NFHS rules for all other accessories, tape on fingers, ect.

5. OTHER

- a. The **home team** is responsible for providing scorekeepers.
- b. Scorekeepers must note the starting time of the game in the scorebook.
- c. The game shall end when one team is ahead by 15 runs after 3 innings, 10 runs after 5 innings, or when mathematically eliminated.
- d. May score up to **FIVE (5)** runs per inning.

11-13 Girls

1. FIELD SETUP:

- a. Time Limit: 6 innings or 2 hours
- b. Safety base will be used in this league.

Age Group	Ball Size	Base Distance	Pitching Distance
11-12 Girls Softball	12' Softball	60'	40' with 8' radius circle centered on pitcher's rubber.

2. BATTING:

- a. A player pitcher will pitch until the batter has 4 balls in the pitch count. At this time, the coach pitcher may *throw up to 2 pitches*. The number of balls pitched by the coach pitcher depend on pitch count and foul balls. There are NO walks when the coach is pitching.

EXAMPLE

- i. 4 & 0: Coach Pitcher may throw **2 pitches**. If batter does not hit the ball (on pitch two) she is out. If the batter fouls off the coach's last pitch (pitch 2), the coach pitcher may continue to pitch until the batter hits the ball in fair territory or strikes out.
 - ii. 4 & 1: Coach Pitcher may throw **2 pitches**. If batter does not hit the ball (on pitch two) she is out. If the batter is fouling off the coach's last pitch (pitch 2), the coach pitcher may continue to pitch until the batter hits the ball in fair territory or strikes out.
 - iii. 4 & 2: Coach Pitcher may throw **1 pitch**. If batter does not hit the ball (on pitch one) she is out. If the batter is fouling off the coach's last pitch (pitch 1), the coach pitcher may continue to pitch until the batter hits the ball in fair territory or strikes out.
- b. A player may not advance on a 3rd dropped strike.
 - c. Bat Throwing One (1) Team Warning Rule: After the first bat is thrown the **entire team** gets a warning, the next bat thrown on the same team will result in an OUT.

3. DEAD BALL SITUATIONS & BASE RUNNING:

- a. The base runner is out when the defensive player has control of the ball, and the base runner remains on her feet and crashes into the defensive player (exception: 1st base). Result: the ball is immediately dead, the runner is out, and all other runners must return to the base occupied at the time of the collision. It is the base runners responsibility to avoid such contact.

4. PLAYING THE FIELD:

- a. All players must play at least 3 innings of defense.
- b. A pitcher may pitch 3 innings per game with no daily maximum. One pitch in an inning constitutes an inning pitched. Exception: A pitcher may pitch 4 innings if the game goes to extra innings.
- c. A pitcher must be replaced when she hits a fourth batter with a pitch. They may not pitch again in the game.
- d. There will be no infield fly rule. Runners may advance at their own risk. An infield fly must be caught before the runner is declared out.
- e. Player pitchers may wear sunglasses without stipulations. Please review NFHS rules for all other accessories, tape on fingers, ect.

5. OTHER

- a. The **home team** is responsible for providing scorekeepers.
- b. Scorekeepers must note the starting time of the game in the scorebook.
- c. The game shall end when one team is ahead by 15 runs after 3 innings, 10 runs after 5 innings, or when mathematically eliminated.
- d. May score up to **FIVE (5)** runs per inning.

11-12 Boys

1. FIELD SETUP:

- a. Time Limit: 7 innings or 2 hours

Age Group	Ball Size	Base Distance	Pitching Distance
11-12 Boys Baseball	Official Baseball	75'	50'

2. BATTING:

- a. A player may not advance on a 3rd dropped strike.
- b. Bat Throwing One (1) Team Warning Rule: After the first bat is thrown the **entire team** gets a warning, the next bat thrown on the same team will result in an OUT.

3. DEAD BALL SITUATIONS & BASE RUNNING:

- a. Base runners on third base may not obtain home by straight stealing. However, they may obtain home plate by wild pitch, passed ball, overthrows, etc.
- b. Base runners leading off more than halfway to home will be considered a straight steal, which is NOT allowed and will result in an OUT.
- c. The base runner is out when the defensive player has control of the ball, and the base runner remains on his feet and crashes into the defensive player (exception: 1st base). Result: the ball is immediately dead, the runner is out, and all other runners must return to the base occupied at the time of the collision. It is the base runners responsibility to avoid such contact.
- d. A player may not advance on a 3rd dropped strike.

4. PLAYING THE FIELD:

- a. A pitcher may pitch 4 innings per game with no daily maximum. One pitch in an inning constitutes an inning pitched.
- b. We recommend coaches/parents to count pitches. This is not a rule, but only a recommendation to alleviate overuse/abuse to their arm.
- c. All players must play at least 3 innings of defense.
- d. A pitcher must be replaced when he hits a fourth batter with a pitch. They may not pitch again in the game.
- e. There will be no infield fly rule. Runners may advance at their own risk. An infield fly must be caught

- before the runner is declared out.
- f. Player pitchers may wear sunglasses without stipulations. Please review NFHS rules for all other accessories, tape on fingers, ect.

5. OTHER

- a. The **home team** is responsible for providing scorekeepers.
- b. Scorekeepers must note the starting time of the game in the scorebook.
- c. The game shall end when one team is ahead by 15 runs after 3 innings, 10 runs after 5 innings, or when mathematically eliminated.
- d. May score up to **FIVE (5)** runs per inning.

13-14 Boys

1. FIELD SETUP:

- a. Time Limit: 7 innings or 2 hours

Age Group	Ball Size	Base Distance	Pitching Distance
13-14 Boys Baseball	Official Baseball	75'	55'

2. BATTING:

- a. Bat Throwing One (1) Team Warning Rule: After the first bat is thrown the **entire team** gets a warning, the next bat thrown on the same team will result in an OUT.

3. DEAD BALL SITUATIONS & BASE RUNNING:

- a. The base runner is out when the defensive player has control of the ball, and the base runner remains on his feet and crashes into the defensive player (exception: 1st base). Result: the ball is immediately dead, the runner is out, and all other runners must return to the base occupied at the time of the collision. It is the base runners responsibility to avoid such contact.
- b. Base runners on third base may not obtain home by straight stealing. However, they may obtain home plate by wild pitch, passed ball, overthrows, etc.
- c. Base runners leading off more than halfway to home it will be considered a straight steal, which in NOT allowed and result in an OUT.

4. PLAYING THE FIELD:

- a. Pitchers may only pitch 4 innings in one night, or 10 innings in one day during the tournament. One pitch in an inning constitutes an inning pitched.
- b. We recommend coaches/parents to count pitches. This is not a rule, but only a recommendation to alleviate overuse/abuse to their arm.
- c. A pitcher must be replaced when he hits a fourth batter with a pitch. They may not pitch again in the game.
- d. Player pitchers may wear sunglasses without stipulations. Please review NFHS rules for all other accessories, tape on fingers, ect.

5. OTHER

- a. All players must play at least 3 innings of defense.
- b. The **home team** is responsible for providing scorekeepers.
- c. Scorekeepers must note the starting time of the game in the scorebook.
- d. The game shall end when one team is ahead by 15 runs after 3 innings, 10 runs after 5 innings, or when mathematically eliminated.
- a. May score up to **FIVE (5)** runs per inning.
- b. Pitching Rules: See page 12

Post Season Tournament

1. Location

- a. Tournament sites will be set by this rotation. The towns will move up one spot each year.

Age Group	Site Location
7-8 Girls	Wamego
7-8 Boys	Westmoreland
9-10 Girls	Wamego
9-10 Boys	St. George
11-13 Girls	Wamego
11-12 Boys	Onaga
13-14 Boys	Onaga

2. Rules

- a. Tournament dates will be determined before the season by representatives. These dates will not be changed for any reason (except weather).
- b. Awards will be given for first, second and third place teams for age groups with at least eight teams. Any age group with less than eight teams will receive awards for first and second place only.
- c. Participation medals will be given to 10 and under age groups.
- d. First place medals will be given to the regular season champion in each age group. Each town will pay their proportion of the bill for any awards purchased.
- e. 7-8 year olds will play single elimination.
- f. 9-10 year olds will play single or double elimination (decided by host town).
- g. 11-12 Baseball / 11-13 Softball year olds will play double elimination.
- h. 13-14 year olds will play double elimination. (If there are less than six (6) teams, an alternate tournament type may be used. This will be determined at the scheduling meeting.)
- i. Teams will be seeded according to season win/loss percentages.
- j. Tie-Breaking methods (in this order):
 - i. Two-way ties
 1. Head-to-Head
 2. Fewest runs given up against each other
 3. Record vs. highest seeded team (other than these two)
 4. Record vs. next highest seeded team
 - i. Three-way ties:
 1. Win/loss percentage within these three teams' games with each other
 2. Fewest runs given up in these same games
 3. Record vs. highest seeded team (other than these three teams)
 4. Record vs. next highest seeded team
- k. ASA Brackets will be used for all tournaments.
- l. All protests or discrepancies will be decided and finalized by the host representative of the tournament.
- m. The higher seeded team will be the "Home" team in all tournament games. This does not change when the higher seeded team is in the loser's bracket of a tournament. The home team will be in the designated home team dugout...see page 2 (exception: if a team in the previous game is playing back-to-back games they will remain in whichever dugout they are already in.).
- n. All tournament games which will determine the awarding of trophies will be played with no time limit.

3. Scorekeepers

1. The **home team** is responsible for providing scorekeepers.
2. Scorekeepers must note the starting time of the game in the scorebook.

The NFHS rule book defines the **BASEBALL** pitching rules as follows:

“ART. 1 ... The pitcher shall pitch while facing the batter from either a windup position (Art. 2) or a set position (Art 3). The position of his feet determines whether he will pitch from the windup or the set position. He shall take his sign from the catcher with his pivot foot in contact with the pitcher's plate. The pitching regulations begin when he intentionally contacts the pitcher's plate. Turning the shoulders to check runners while in contact with the pitcher's plate in the set position is legal. Turning the shoulders after bringing the hands together during or after the stretch is a balk. He shall not make a quick-return pitch in an attempt to catch a batter off balance. The catcher shall have both feet in the catcher's box at the time of the pitch. If a pitcher is ambidextrous, the umpire shall require the pitcher to face a batter as either a left-handed pitcher or right-handed pitcher, but not both.

ART. 2 ... For the wind-up position, the pitcher is not restricted as to how he shall hold the ball. A pitcher assumes the windup position when his hands are: (a) together in front of the body; (b) both hands are at his side; (c) either hand is in front of the body and the other hand is at his side. The pitcher's non-pivot foot shall be in any position on or behind a line extending through the front edge of the pitcher's plate. He is limited to not more than two pumps or rotations. After he starts his movement to pitch, he must continue the motion without interruption or alteration. With his feet in the wind-up position, the pitcher may only deliver a pitch or step backward off the pitcher's plate with his pivot foot first. After the pitcher has placed his pivot foot clearly behind the plate, he has the right to change to the set position or throw or feint to a base the same as that of any infielder. During delivery, he may lift his non-pivot foot in a step forward, a step sideways, or in a step backward and a step forward, but he shall not otherwise lift either foot.

ART. 3 ... For the set position, the pitcher shall have the ball in either his gloved hand or his pitching hand. His pitching hand shall be down at his side or behind his back. Before starting his delivery, he shall stand with his entire non-pivot foot in front of a line extending through the front edge of the pitcher's plate and with his entire pivot foot in contact with or directly in front of and parallel the pitcher's plate. He shall go to the set position without interruption and in one continuous motion. He shall come to a complete and discernible stop (a change of direction is not considered an acceptable stop) with the ball in both hands in front of the body and his glove at or below his chin. Natural preliminary motions such as only one stretch may be made. During these preliminary motions and during the set position until a delivery motion occurs, the pitcher may turn on his pivot foot or lift it in a jump turn to step with the non-pivot foot toward a base while throwing or feinting as outlined in 6-2-4 and 2-28-5, or he may lift his pivot foot in a step backward off the pitcher's plate which must be in or partially within the 24-inch length of the pitcher's plate. In order to change to the wind-up position, he must first step clearly backward off the pitcher's plate with his pivot foot first. After the pitcher has placed his pivot foot on the ground clearly behind the plate, he then has the right to throw or feint to a base the same as that of any other infielder.

PENALTY (ART. 1, 2, 3): The ball is dead immediately when an illegal pitch occurs. If there is no runner, a ball is awarded the batter. If there is a runner, such illegal act is a balk. In both situations, the umpire signals dead ball.

ART. 4 ... Each legal pitch shall be declared by the umpire as a strike, ball, fair or foul hit or a dead ball. A pitch dropped during delivery and which crosses a foul line shall be called a ball. Otherwise, it will be called no pitch. A pitch dropped during delivery with at least one runner on base would be a balk if it does not cross a foul line.

ART. 5 ... When a pitcher is attempting to field a batted or thrown ball or is throwing to a base while his pivot foot is clearly off his plate, his status is that of an infielder except that if a batted ball passes but does not touch him and then strikes an umpire or a runner, the ball may become dead because of interference (8-4-2g, 8-4-2k). “

The NFHS rule book defines the SOFTBALL pitching rules as follows:

“ART. 1 ... Prior to starting the delivery (pitch), the pitcher shall take a position with the pivot foot on or partially on the top surface of the pitcher's plate and the non-pivot foot in contact with or behind the pitcher's plate. Both feet must be on the ground within or partially within the 24-inch length of the pitcher's plate.

- a. Prior to pitching, the pitcher must take a position with shoulders in line with first and third base with the ball in the glove or pitching hand, and with the hands separated.
- b. While in this position, the pitcher shall take (or simulate taking) a signal from the catcher.
- c. After completing "b" above, the pitcher shall bring the hands together in front of the body for not less than one second and not more than 10 seconds before releasing the ball. The hands may be motionless or moving.
- d. The pitcher shall not be considered to be in pitching position unless the catcher is within the lines of the catcher's box and in position to receive the pitch.
- e. The pitcher may not take the pitching position on or near the pitcher's plate without having possession of the ball.
- f. The pitcher may remove herself from the pitching position as follows:
 1. Before the hands come together, the pitcher may legally step back from the pitcher's plate with both feet;
 2. When the hands are together and no part of the windup motion has been made, the pitcher may legally step back from the pitcher's plate with both feet;
 3. Either foot may be removed first.

PENALTY: (Art. 1) An illegal pitch is called

ART. 2 ... About the Pitch:

- a. The pitch starts when one hand is taken off the ball or the pitcher makes any motion that is part of the windup after the hands have been brought together.
- b. Once the hands are brought together and are in motion, the pitcher shall not take more than one step which must be forward, toward the batter and simultaneous with the delivery. Any step backward shall begin before the hands come together. The step backward may end before or after the hands come together.

EXCEPTION: See Rule 6-1-1f2 -When removing self from the pitcher's position.

NOTE: Towards is interpreted as within or partially within the 24-inch length of the pitcher's plate. (See Diagram 6)

- c. The pivot foot may remain in contact with or may push off and drag away from the pitching plate prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground and within the 24-inch length. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.

NOTES:

1: It is not a step if the pitcher slides her foot in any direction on the pitcher's plate, provided contact is maintained.

2: Techniques such as the "crow hop" and "the leap" are illegal. (See 2-16; 2-33)

ART. 3 ... A legal delivery shall be a pitched ball that is delivered to the batter with an underhand motion.

- a. The release of the ball and the follow-through of the hand and wrist must be forward past the vertical line of the body.
- b. The hand shall be below the hip and the wrist not farther from the body than the elbow.
- c. The pitch shall be delivered on the throwing arm side of the body and not behind the back or between the legs.
- d. The pitch is completed with a step toward the batter.

ART. 4 ... The pitcher may use any windup desired provided:

- a. No motion to pitch is made without immediately delivering the ball to the batter.
- b. The pitcher does not use a rocker action in which, after having the ball in both hands in pitching position, she removes one hand from the ball, takes a backward and forward swing and returns the ball to both hands in front of the body.

- c. The pitcher does not use a windup in which there is a stop or reversal of the forward motion.
- d. The pitcher does not make more than 1 1/2 revolutions of the arm in the windmill pitch. The ball does not have to be released the first time past the hip.
- e. The pitcher does not continue to wind up after taking the forward step or after the ball is released.

NOTE: Continuation of the windup is considered any action that, after the ball is released, causes the arm to continue to rotate past the shoulder.

PENALTY: (Arts. 2, 3, 4) Illegal pitch. The ball is dead at the end of playing action, if the ball is pitched. A ball is called on the batter, and base runners are awarded one base without liability to be put out. "

