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### BOARD OF DIRECTORS 2019

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### LEAGUE ORGANIZATION

The League shall be known as the Big 6 League for Baseball and Softball. It shall be operated under the direction of the Board of Directors.

The Board of Directors shall consist of a President, Vice-President, Secretary, and Treasurer. The President and Vice-President shall serve a one-year term for the calendar year of that season. The Vice-President will fill the position of President the following year. Each year the Vice-President shall be elected from the town whose term is next.

The Executive Secretary and Treasurer shall be appointed by the League President. The Board of Directors will also serve as the Protest Committee.

The League President shall vote if needed to break a tie. A majority of the voting members in each age group shall be required for the committee to conduct a meeting or complete a vote. Only the League President and Vice-President may make decisions via a general telephone consensus of Big 6 League business with Big 6 League Board Members. Big 6 League meetings will be open to the public.

### BIG 6 LEAGUE OFFICER SCHEDULE

The League President shall rotate on a yearly basis. The order shall be - Wamego, St. George, Westmoreland, & Blue Valley. As additional communities join the league, they shall be added to the end of the rotation.

### NOTE

NBC & KSHSAA refer to the National Baseball Congress, & Kansas State High School Activities Association, when used herein.

## SPORTSMANSHIP

1. The Big 6 Code of Conduct must be placed on all applications as follows: All managers, coaches, officials, parents/spectators shall be expected to teach fair play & good sportsmanship to their players/children through "good example" & "conduct". Sportsmanship includes respecting officials and accepting their decisions without question, leading your team/children & fans to respect officials by being a "good example" and treating all individuals with respect & courtesy. Coaches are expected to control the chanting from the dugout and to stop all negative chants and chants directed at the opposing team. Each party listed above also agrees to conduct themselves in a "sportsmanship-like" manner before, during & after all games, be knowledgeable of the League Rules, & enforce the prohibition of alcoholic beverages or tobacco of any form in the dugouts or on the playing field by anybody. Violations of this code will be documented & consequences pursued through the Big 6 League Board of Directors.
2. Any manager and/or coach will be automatically ejected from a game, after 1 warning, for actions violating the Big 6 Code of Conduct.
  - a) All warnings need to be identified by both coaches in their respective score book, along with the stated reason, person receiving warning, the time, which part of the inning, batter before and after, number of outs and the count on the batter.
  - b) Any manager, coach, player or fan refusing to leave a game after being ejected by an umpire will cause their team to forfeit the game.
3. Managers and coaches are responsible for adhering to and enforcing the Big 6 Code of Conduct. Failure to comply with the Big 6 Code of Conduct can cause that team to forfeit that game with each incident being documented and consequences pursued through the Big 6 Board of Directors.
4. Umpires will inform their town representative if players and coaches are ejected for flagrant, unsportsmanlike conduct. "Ejectees" will face at least a 1 game suspension, if following a review by the Board, such action is deemed necessary. Anyone suspended twice under this rule will be at least suspended for the remainder of the year.
5. **Game Intent:** When coaching, keep in mind that it is your responsibility to **COACH SMART**. It may be easy to send a base runner, based on the skills of the defense, when the runner would normally be easily thrown out at the next age level. These actions do not serve in the development of a player to determine the point at which they may attempt to advance to the next base. Take the time to ask yourself, if I were playing would I advance in this situation? If the answer is no then hold the runner at that base.

## UMPIRES

1. All towns will have, for each game, two Big 6 certified umpires on the field.
2. All umpires are expected to conduct themselves in a manner which will display their knowledge of softball/baseball rules and fair play.
3. **Umpire Requirements:**
  - a) Umpires must attend a League Rules Meeting set up by the Board of Directors or any other clinic given by ASA or NBC.
  - b) Big 6 League umpires may be suspended by action of the Board of Directors at any time.
4. No umpire can participate as a coach or player in the same age group that he/she umpires.
5. Any complaints regarding the abilities of any umpire shall be submitted in writing to the Board of Directors.

## RULE CHANGES

The Big 6 League Board of Directors will hold a "Rules Meeting" upon completion of all post-season tournaments, but before the end of the calendar year. The Board of Directors can make any rule changes at any time due to safety factors.

### **REGISTRATION OF MANAGERS, COACHES & PLAYERS**

1. ALL teams MUST send at least one coach to the Rules Meeting. Any team not represented at the Rules Meeting will automatically forfeit all protest rights as defined on **page 6 under sections 1-5 of Protest Rules**.
2. Town Representatives must obtain roster sheets from the League President and/or Secretary. All managers, coaches, and players must be officially registered. Each will be registered during the current season only.
3. Where a child is eligible to play will be established by his/her residence and/or city of school attendance. Any exceptions to that must be approved by the League Board of Directors via a waiver form.
4. Waiver forms must be used when:
  - a) requesting to play in the Big 6 League, but your residence or school attendance is outside the League towns.
  - b) requesting to play in a town other than where you reside or attend school
  - c) requesting to play up/down an age group
  - d) All waiver forms must be filled out and signed by the parents/guardians and given to the hometown representative to be considered.
  - e) All approved waivers must be noted on official rosters when turned into the Big 6 League Board of Directors.
5. Names listed on each team's roster must agree with the birth certificate or hospital records. A certified copy of the birth certificate may be requested for league play.
6. The Board of Directors, upon proper evidence presented to the League, may declare any player in question ineligible at any time. If a player is declared ineligible, his/ her team shall forfeit all games in which he/she participated.
7. When drafting teams in all age groups, the players being drafted must be dispensed as equally as possible according to their age. All rosters are subject to review by the Big 6 League Board of Directors.
8. Only players listed on the roster can play. Any variation must be agreed upon by both coaches, entered into the score book, and initialed by both coaches and the umpire. This includes:
  - a) When you are short players, you may only add players for the regular season & from the same age group to bring your team up to 9 players.
  - b) On a Big 6 League roster, from a lower age group and of the same gender
  - c) If the regularly rostered player(s) show up for the game after the game has started, the players brought up for the game may be removed from the game for the regularly rostered players.
  - d) It is the responsibility of the Coach using the provisions of Rule-8 to notify the opposing Coach and the Umpire before the game starts that he/she is bringing their team up to 9 players.
  - e) Failure to comply with any provisions of Rule-8 will result in a forfeit of that game.

*\*The intent of this rule is to bring teams up to 9 players, and no more. Only 2 players may be brought up for any given game\**

### **PROTEST RULES FOR ALL AGE GROUPS**

1. There will be an immediate \$35.00 CASH protest fee filed with any protest. Protests must be signed by the manager and submitted in writing to the League President or any Board member within 48 hours following the game being protested.
2. A manager contemplating a protest for violation of playing rules on the field of play must notify the home plate umpire immediately of their intention before the next pitch is thrown. The umpire must announce that the game is being played under protest and the official score book must be noted with inning and outs when the protest occurred.
3. Decisions by the Board shall be final on any protest. If a protest is upheld, the fee will be returned to the protesting team, and the game will be resumed from the point of the protest.
4. No protest of any kind shall be considered for a play involving a judgment call by an umpire. If a protest of this kind is filed anyway, then the protesting fee will be returned but the protest will not be heard.
5. After a protest is properly filed, the Board of Directors will meet within 10 days to conduct a protest hearing. The Board of Directors will request that the umpires and coaches be present. At this time, a ruling will be made, if needed.

### PLAYER ELIGIBILITY

1. Age eligibility is determined by using May 1 of the current year as the cut-off date for both boys and girls.
2. All rosters and birth certificates must be filed and in the possession of your Town Representative 3 weeks prior to the beginning of the Big 6 League season.
3. No player will be allowed to participate in any game, unless his/her birth certificate or hospital record has been filed with the League and his/her name is added to that team's roster.  
(Exceptions MAY be approved by the Board of Directors.)
4. No player shall be added to a team after June 1st of the current year. (Exceptions MAY be approved by the Board of Directors.)
5. Only children who live in communities or attend school districts within the Big 6 League shall be able to play within the Big 6 League. Special circumstances will be taken into consideration and may be approved or denied by the Big 6 League Board of Directors via a completed waiver form.
6. Move downs, via a waiver form, are only permitted for the younger half of the age group and birth date must be within 6 months of the cut-off date. (Exceptions MAY be approved by the Board of Directors.)
  - a) Players playing down in the machine pitch leagues may not play the positions of pitcher, or first base. Players playing down in the 9-11 & 12-14 age groups may not play the positions of pitcher or catcher. Players playing down may not bat in the any of the top 6 batting positions of the lineup.
  - b) No more than 3 move down players to make a team of 10 players. Except for the Machine Pitch Division to make a team of 11 players.

### RUN RULES/ TIME LIMITS OF GAMES

1. All games shall start within 15 minutes of the time scheduled.
2. Any team failing to field at least 8 players within 15 minutes of the scheduled time shall forfeit that game.
3. Any team without 9 players will receive an automatic out.
4. If the umpire(s) assigned to the game fail to arrive within 15 minutes after the scheduled game time, then it shall be postponed and handled as though the game were rained out.
5. The time limit for any game will be determined at the end of the third out. If any time remains after the third out, another inning will be played.
6. When it becomes mathematically impossible for one team to win a game, the game will be called in the 7-8 & 9-11 age groups.
7. Once a team is up by 15 runs in the 3rd inning or 10 runs in the 5th inning, the game will be called in the 12-14 age groups.
8. There shall be no tie games in any age group. A winner must be decided, no matter the number of innings.

### WEATHER CONDITIONS

1. Games canceled/suspended due to rain, extreme heat (heat index: 114+ degrees), graduation, or other school events MUST be rescheduled within 10 days of the originally scheduled date. The home team is responsible for rescheduling. Failure to do so may cause the home team to forfeit the game. If necessary, games will be made up on Saturday or Sunday.
2. When the game is called due to weather conditions, or other unsafe conditions, the game is considered completed if:
  - a) **Machine Pitch:** 3 full innings have been played or 2 1/2 innings when the home team is ahead.
  - b) **9-11:** 4 full innings have been played or 3 1/2 innings when the home team is ahead.
  - c) **12-14:** 5 full innings have been played or 4 1/2 innings when the home team is ahead.

**If there is any lightning or thunder storms in the area then the game will be called immediately, no question, this is for the safety of everyone involved.**

3. Games called before the completion of innings under #2 above will be rescheduled and resumed **exactly** where it was when the game was called by the umpire.
4. Playing in a rescheduled game.
  - a) If a player is unable to play in the game when it is rescheduled, that player shall be skipped in the batting order. That player's team shall not be charged an out.
  - b) A player not listed in the original game's lineup may be added at the bottom of the lineup for the rescheduled game.

## **OFFICIAL GAME REGULATIONS**

1. All age groups shall play their games in accordance with the KSHSAA rules, unless stated differently in this book.
2. All teams will have an official scorebook.
3. No steel cleats are allowed for any Big 6 League age groups.
4. ***Crash Rule:*** The runner is out when a defensive player has control of the ball and the runner remains on his feet and crashes into the defensive player, excluding first base. Result: The ball is immediately dead, the runner is out, and all other runners must return to the last base touched at the time of the collision. It is up to the runner to avoid such contact.
5. ***Strike Zone Definition:*** The space over any part of home plate, which is between the batter's arm pits and the top of his/her knees when he/she assumes a natural batting stance.
6. All teams are required to bat all of the players on the team roster before the order is repeated. This batting order will remain constant unless a player needs to be removed due to injury, church, etc. They will have their names lined out and their turn skipped.
7. A batter will be allowed only 1 warning per game appearance for throwing his/her bat in all age groups. This is to be noted in both score books. The batter will be called out on the 2nd occurrence, but the play will be allowed to continue until it terminates itself.
8. If a regular player shows up for a game after the game has started, that player shall be added to the end of the batting order.
9. ***Hit by Pitch Rule:*** When a pitched ball, not struck at or not called a strike, touches any part of the batter's person or clothing, while he/she is in the batter's box. It does not matter if the ball strikes the ground before hitting him/her. The batter's hands are not to be considered as part of the bat. Results:
  - a) Machine pitch: batter does not advance to 1st base; considered a no pitch.
10. ***Injury Rule:***
  - a) Injured players may be removed from the lineup at any time without penalty.
  - b) Once a player has been removed from the lineup, he/she is disqualified from further participation in that game.
  - c) Coaches may elect to have the injured player remain in the lineup, but be penalized an automatic out for each scheduled time at bat until he/she is officially removed from the lineup or returned to play.
11. ***Pinch Runner:***
  - a) A pinch runner may be used for the injured player only once during the course of a game. The pinch runner will be that player who recorded the last out prior to the injured player. If an injury occurs to the first batter of the inning, the pinch runner will be the player in the lineup prior to the injured player. The name and number of the injured player will be noted in the official score book when a pinch runner is substituted.
  - b) If an injured player re-enters the game, after having utilized his or her pinch runner, and is unable to continue play an out will be recorded in the score book.
12. ***Disability and Medical Conditions:***
  - a) Pinch runners may be utilized more than one time during the course of a game for medical conditions (i.e. asthma) and permanent disabilities, which are not related to an on-the-field injury. All team managers will advise the umpire and opposing coaches of the status of said player prior to the start of the game.
  - b) Abuse of this rule will be considered a serious violation of the Big 6 League Rules concerning conduct and will be punishable by a suspension and/or expulsion from the Big 6 League.
  - c) This rule will not apply to temporary illness or injury.

## **BIG 6 LEAGUE TOURNAMENT REGULATIONS**

1. The post-season tournaments will be announced at the beginning of each season.
2. If any town is unable to host their tournament, the Board of Directors will decide where the Tournament will be played. Sites are subject to change by the approval of the Big 6 Board of Directors.
3. Big 6 League tournaments will be scheduled in a manner which will allow no more than 3 games per day for any team.
4. All brackets for league tournaments will be provided by the league, as per Big 6 League Rules and Regulations Book.
5. There will be no time limits for the championship game, however, the run rules will still be in force.

## BIG 6 LEAGUE (7-8) MACHINE PITCH RULES

### 1. FIELD SETUPS:

Baseball: Official Baseball

Softball: (11 in Softball)

- a) Base paths: 60ft
- b) Pitching rubber: 35ft (back of home plate to front of rubber)
- c) *NOTE*: A safety base will be used in this division.

### 2. MACHINE PITCH & BATTING:

- a) The coach will operate the pitching machine for his/her team.
- b) The front edge of the pitching machine shall be the pitcher's rubber.
- c) The umpire will call a maximum of 5 pitches or 3 swinging strikes to each batter. The batter is NOT out on 6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup> pitch, etc. if ball is hit foul.
- d) The umpire will set the pitching machine speed between 30-40 mph for baseball and 25-30 mph for softball. The pitching machine speed and elevation shall be the same for each team. The speed & elevation will be agreed upon by both coaches prior to the start of the game. Adjustments to the machine shall only be made between full innings.
- e) If a batted ball hits the pitching machine, the play is dead and the batter will re-hit with the same count. All base runners will go back to the base they were originally on.
- f) There are no walks and a batter does not get to take first if a pitched ball hits them. If a batter is hit, the pitch is not counted.
- g) Batter may not bunt. Any attempt to bunt counts as a strike.
- h) A batter may NOT advance on a dropped third strike.
- i) A thrown ball hitting the pitching machine is dead and all runners are entitled to the base which they were advancing.
- j) When a defensive player is attempting a dangerous play near the pitching machine, the umpire may call a dead ball.

### 3. PLAYING THE FIELD:

- a) There will be no infield fly rule. Runners can advance at their own risk. An infield fly must be caught before the runner is declared out.
- b) Player Pitcher: An 8ft straight line will be drawn parallel from the pitcher's rubber at 45ft. The player pitcher must stay on/ behind the line until the ball is hit.
- c) A coach has the option to play 4 outfielders. All 3 or 4 outfielders must be in the grass.

### 4. DEAD BALL SITUATIONS & BASE RUNNING:

- a) Runners may not leave the base until the ball is hit. When a runner leaves a base prior to the ball being hit, the umpire will yell, "dead ball". On the first occurrence, they are issued a warning. On the 2nd occurrence, the player is called out.
- b) Overthrow/ Underthrow Rule: Base runners may advance at their own risk, no further than ONE base on an overthrow/ underthrow (even if there are multiple overthrow/ underthrows in one play). Once the base runners reach the base, the umpire shall yell "Time/ Timeout or Dead Ball."
- c) Base runners may ONLY advance on a hit ball. In order to stop a play, the defense must have the ball, in control **within the actual baselines of the infield (can be in the hands of an outfielder)**. The umpire shall wait to allow the defense to make a play prior to yelling "Time/ Timeout or Dead Ball."

### 5. OTHER:

- a) **Time limit**: 1hr & 15min. / **Inning limit**: 5 innings / **Run limit**: 5 per ½ inning.
- b) The umpire will state the number of pitches and strikes before each pitch is thrown.
- c) There will be free substitution, but each player must play defense 1 full inning of the first 3 innings played and at least 2 full innings per game, if 5 innings are played.
- d) Read pages 1-8 of your Big 6 Rule Book.

## BIG 6 LEAGUE 9-11 BASEBALL RULES

### 1. FIELD SETUP:

- a) Base paths: 60ft
- b) Pitching rubber: 43ft (back of home plate to front of rubber)

### 2. PLAYING THE FIELD:

- a) Pitcher: A player will pitch the entire game.
- b) A player may pitch no more than 3 innings per game. One additional inning is allowed if the game goes into extra innings.
- c) Balk Rule: Balks will be called in this age division. A balk is the attempted deception of a base runner by the pitcher. Each pitcher will be given 1 warning per inning. The penalty for balking is for all base runners to advance 1 base.
- d) Hit Batter: If a pitcher hits 4 batters, he must be removed from that position and shall not be allowed to pitch the rest of that game.

### 4. BASE RUNNING:

- a) Runners may not steal until the catcher has caught, or attempted to catch, the ball thrown by the pitcher.
- b) If a runner leaves the base prior to the above criteria being fulfilled the umpire will yell, "dead ball". On the first occurrence, they are issued a team warning, and the player returns to the base they occupied prior to the warning. Any subsequent occurrence will result in an out.
- c) Any runner on 3<sup>rd</sup> Base may advance home ONLY if a defensive play has been made anywhere in the field. If the defense attempts to make a play on any base runner, all runners (including the runner on 3<sup>rd</sup>) may advance at their own risk.
- d) Once a runner reaches 3<sup>rd</sup> Base they may only lead off to edge of the Coaches Box (right foot). This is for the safety of the athlete.

### 5. OTHER:

- a) **Time limit:** 1hr & 30min / **Inning limit:** 6 innings / **Run limit:** 5 per ½ inning.
- b) Each player must play defense 1 full inning of the first 3 innings played and at least 2 full innings per game, if 6 innings are played.
- c) A fourth outfielder is allowed.
- d) The infield fly & dropped 3<sup>rd</sup> strikes rules are NOT in effect.
- e) The Big 6 League encourages a large strike zone for this age division.
- f) Bunting is NOT allowed in this age division. Any attempt to bunt counts as a strike.
- g) Read pages 1-8 of your Big 6 Rule Book.

## BIG 6 LEAGUE 9-11 SOFTBALL RULES

### 1. FIELD SETUP:

- a) Base paths: 60ft
- b) Pitching rubber: 35ft (back of home plate to front of rubber) w/ 8ft radius circle drawn around the center of the pitching rubber.

### 2. PLAYING THE FIELD:

- a) Pitcher: A player will pitch the entire game.
- b) A player may pitch no more than 3 innings per game. One additional inning is allowed if the game goes into extra innings.
- c) A Pitcher may pitch under or windmill style in this age group.
- d) Hit Batter: If a pitcher hits 4 batters, she must be removed from that position and shall not be allowed to pitch the rest of that game.

### 4. BASE RUNNING:

- a) Runners may not steal until the catcher has caught, or attempted to catch, the ball thrown by the pitcher.
- b) If a runner leaves the base prior to the above criteria being fulfilled the umpire yells, "dead ball". On the first occurrence, they are issued a team warning, and the player returns to the base they occupied prior to the warning. Any subsequent occurrence will result in an out.
- c) Any runner on 3<sup>rd</sup> Base may advance home ONLY if a defensive play has been made anywhere in the field. If the defense attempts to make a play on any base runner, all runners (including the runner on 3<sup>rd</sup>) may advance at their own risk.

### 5. OTHER

- a) **Time limit:** 1hr & 30min / **Inning limit:** 6 innings / **Run limit:** 5 per ½ inning.
- b) Each player must play defense 1 full inning of the first 3 innings played and at least 2 full innings per game, if 6 innings are played.
- c) A fourth outfielder is allowed.
- d) The infield fly rule & drop 3<sup>rd</sup> strike rules are NOT in effect.
- e) Big 6 League encourages a large strike zone for this age division.
- f) Bunting is NOT allowed in this age division. Any attempt to bunt counts as a strike.
- g) Read pages 1-8 of your Big 6 Rule Book.

## **BIG 6 LEAGUE 12-14 BASEBALL RULES**

### 1. FIELD SETUP:

- a) Base paths: 75ft
- b) Pitching rubber: 55ft (back of home plate to front of rubber)

### 2. PITCHER:

- a) A pitcher can pitch no more than 4 innings per game. One additional inning is allowed if the game goes into extra innings.
- b) Hit Batter: If a pitcher hits 4 batters, he must be removed from that position and shall not be allowed to pitch the rest of that game.

### 3. OTHER

- a) **Time limit:** 2hrs / **Inning limit:** 7 innings / **Run limit:** 7 per ½ inning  
*\*continuous scoring is only allowed in 7<sup>th</sup> inning of the 12-14 age division\**
- b) Each player must play defense 1 full inning of the first 3 innings played and at least 2 full innings per game, if 7 innings are played.
- c) Read pages 1-8 of your Big 6 Rule Book.

## **BIG 6 LEAGUE 12-14 SOFTBALL RULES**

### 1. FIELD SETUP:

- a) Base paths: 60ft
- b) Pitching rubber: 40ft (back of home plate to front of rubber)

### 2. PITCHER:

- a) A pitcher can pitch no more than 4 innings per game. One additional inning is allowed if the game goes into extra innings.
- b) Hit Batter: If a pitcher hits 4 batters, she must be removed from that position and shall not be allowed to pitch the rest of that game.
- c) A pitcher is not allowed to step back from the pitcher's plate in her motion– everything must be forward.

### 3. OTHER

- a) **Time limit:** 2hrs / **Inning limit:** 7 innings / **Run limit:** 7 per ½ inning  
*\*continuous scoring is only allowed in 7<sup>th</sup> inning of the 12-14 age division\**
- b) Each player must play defense 1 full inning of the first 3 innings played and at least 2 full innings per game, if 7 innings are played.
- c) Read pages 1-8 of your Big 6 Rule Book.