

Updated 8/20/2013

**K**  
**SPORTS**  
**FALL BALL**  
**2013 League Rules**

All rules will correspond with the Official NFHS High School Rules with the following exceptions:

- 1) **TEAM ROSTER DUE BEFORE FIRST GAME.** A team roster must be submitted before a team's first league game. Please fax to (513) 234-0503 or email to edj@ksportspro.com three (3) days prior to first game. Age based upon player age as of May 1, 2014.
- 2) **GAME SCHEDULING.** The league will schedule eight (8) regular season games for each participating team. Some days will include double-headers. Teams are allowed to re-schedule or add games with approval from League Manager.
- 3) **RAIN OUTS** – In the event of rain, please contact our Weather Hotline at (513) 444-2079. The individual field owners make the decisions on playability of each field. We will include field conditions for all locations on this hotline.
- 4) **BATS.** BBCOR stamped bats acceptable for NFHS use are permitted at any age level if the participant is strong enough to do so. Wood and/or composite bats are also permissible. In addition, in age levels 14 and under, bats bearing the 1.15 BPF stamp on the bottom of the bat barrel are permissible. We will permit 1.15 BPF bats of 2 ¾" (2 5/8 is the standard) diameter for tournament play, If a player uses an illegal bat, the batter is out, the player is ejected and the coach is ejected from the game.
- 5) **HOME TEAM.** The home team is determined by a coin flip before the start of the game. If teams play each other two (2) times during the season, they will alternate home and away.
- 6) **EXTRA HITTER RULE and ROSTER BATTING.** You may Roster Bat. You may also choose to bat 1 extra hitter (10) as an EH and that player can go into the game defensively without penalty. Teams may have an EH and DH and bat ten (10).
- 7) **PLAYER INJURY.** If a player becomes injured (as ruled by the umpire) and is unable to continue playing, his spot in the batting order shall be skipped with

no penalty. Once an injured player leaves the batting order, he is done playing the remainder of the game.

- 8) **CONCUSSION RULE.** Any player that show signs of a concussion, and is removed from the game, cannot return to play until he receives a clearance from his doctor. Only the player's Coach, Umpire or League official can remove a player from a game due to concussion symptoms. No penalty shall be incurred by a team that has a player removed due to concussion symptoms.
- 9) **INTENTIONAL WALK.** There will be no pitches thrown to intentionally walk a batter. Notify the umpire and the batter will be awarded first base.

10) **FIELD DIMENSIONS:**

<b>Age Group</b>	<b>Pitching</b>	<b>Basepaths</b>
9u	46 ft	65 ft
10u	46 ft	65 ft
11u	48 ft	70 ft
12u	50 ft	70 ft
13u	54 ft	80 ft
14u+	60 ft 6 in	90 ft

*\*If there is a cross-over game between age groups, then younger age field dimensions will be uses unless both coaches mutually agree on something different.*

- 11) **TWO TRIPS TO THE MOUND.** Any time a coach or manager makes two trips to the mound in the same inning to the same pitcher, on the second trip that pitcher must be removed.
- 12) **PITCHING LIMITATION.** No more than 7 innings in one day. An inning is defined as a legal pitch being made in that inning. If the pitcher takes the mound and throws one legal pitch to a batter then that pitcher is counted as using one complete inning.
- 13) **LENGTH OF GAME/RUN RULE.** Each age group has specific innings and run rule, if the home or visiting team has a lead (as specified below) then game shall be called. No inning can begin after two (2) hours.

<b>Age Group</b>	<b>Innings</b>	<b>Time Limit</b>	<b>Run Rule</b>
RL/9u	5	2 hrs	10 after 4 inn
10u	5	2 hrs	10 after 4 inn
11u	6	2 hrs	10 after 5 inn
12u	6	2 hrs	10 after 5 inn
13u	7	2 hrs	10 after 5 inn
14u+	7	2 hrs	10 after 5 inn

14) **RUNS PER INNING LIMIT** – For ages 13u and younger there will be a limit of seven (7) runs per inning. Once the offensive team scores seven (7) runs in one inning the defensive team goes to bat. The seven (7) run rule per inning does not apply in the last inning or extra innings as long as it is within the two (2) hour limit.

15) **FORFEIT POLICY BECAUSE OF LACK OF PLAYERS.** A team will be allowed a 5-minute grace period from the scheduled starting time of a game to field nine (9) able-bodied players before a forfeit may be declared. Teams arriving late give up all rights to infield and warm-ups other than the usual 8 pitches for the starting pitchers. With consent of opposing manager a game can begin with less than 9 players.

If at any point in the game a team can not field nine players they may continue playing with less than nine players provided an automatic out is recorded to the vacant spot(s) in the batting order.

16) **METAL SPIKES.** No metal spikes are permitted for 8u – 12u teams, they are permitted for 13u and older teams

17) **SLIDE RULE.** Players do not have to slide at any base, but **MUST** avoid malicious contact. The result of malicious contact will result in runner being called out and player will be ejected for the remainder of the game **ONLY**.

18) **SCORE KEEPING.** Home team book will serve as the official book. All scores should be reported to the League Director immediately following each game.

19) **DISORDERLY CONDUCT.** Any player, coach, or parent/fan whose conduct is unbecoming or “out of place” will be at the least warned, but may be removed

from the playing field at the discretion of the tournament officials or the umpires. Respect the officials. Respect each other. Respect the game.

- 20) MANAGER, PLAYER or COACH EJECTION. If a manager, player or coach is ejected from the game, he/she must sit out the remainder of that game and the following game. The manager, player or coach must be removed from the park for both of these games. It is the responsibility of the manager and/or coach to remove themselves from both games. Failure to comply with this rule will result in the permanent suspension for the remainder of the season.
- 21) PROTESTS. No Protests, umpire decisions will be final, only interpretation of the tournament rules will be allowed to be questioned during the game.
- 22) SPEEDUP RULE. Teams may use a courtesy runner for both the pitcher and catcher of the previous inning. The courtesy runner must be the player that made the last out if roster batting, or a player not currently in the lineup when batting 9 or 10 batters.
- 23) BATTING PRACTICE – NO batting practice is allowed on any field being used for games at any time.
- 24) BASEBALLS. Each team will supply one baseball for each game, and provide back-up balls as necessary. Balls will be returned to teams by the umpires.
- 25) PROCEDURE FOR BETWEEN INNINGS. Each team will be allowed no more than 6 pitches for their pitcher. All infield warm-ups must end when the pitcher has finished their 6 warm up pitches.
- 26) OFFENSIVE CONFERENCES. Teams will not be permitted to continually stop the game for offensive conferences such as talking to batters, base runners, on deck batters or other offensive team personnel. If a team makes many requests for time outs, umpires may put a limit on two such conferences per half inning.
- 27) REFUND POLICY – No refunds will be given for games not played for any reason.