

K
SPORTS
FALL BALL
2019 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. This is submitted and entered through Tourney Machine app. Age based upon player age as of May 1, 2020.
- 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. Coaches and parents are also encouraged to sign up for Notifications through Tourney Machine.
- 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:**

Age Group	Pitching	Base paths
9u	46 ft	65 ft
10u	46 ft	65 ft
11u	50 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.

Age Group	Innings	Time Limit	Run Rule
RL/9u	6	2 hrs	10 after 5 inn
10u	6	2 hrs	10 after 5 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. NO metal spikes are allowed on the turf fields.

17)SYNTHETIC TURF FIELDS. NO metal spikes, NO sunflower seeds and NO gum are allowed on the synthetic turf fields (BA3, WC1, WC4). Any violation of this rule will result in team being ejected from the park.

18) 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.

- 19) SCORE KEEPING. Home team book will serve as the official book. All scores should be reported to the scorekeeper after the game (Elite Division only)
- 20) 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.
- 21) 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.
- 22) PROTESTS. No Protests, umpire decisions will be final, only interpretation of the tournament rules will be allowed to be questioned during the game.
- 23) 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.
- 24) BATTING PRACTICE – NO batting practice is allowed on any field being used for games at any time. No pre game practice is allowed on any field.
- 25) 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.
- 26) 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.
- 27) 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.
- 28) REFUND POLICY – No refunds will be given for games not played for any reason.

29) LEAGUE TOURNAMENT RULES – When games are part of the league tournament, then the following applies:

COMPLETE GAME – If a game is suspended due to weather or darkness, it's considered a complete game if three (3) full innings of play have been completed. The score is taken from the last fully completed inning. If the tournament is shortened by weather delays, the Tournament Director has the discretion determine a game complete and take the score from the last completed inning as final and will determine if a suspended game is replayed or continued from the point the game was stopped.

RUN RULE. If the home or visiting team has an eight (8) run lead or more at the end of the 5th inning, the game shall be called.

SCORE KEEPING. Home team book will serve as the official book. All scores must be reported by the winning team to the Tournament Director after each game. Failure to report scores within 45 minutes after the end of the game will result in forfeit of the game. If available, Away team will provide a scoreboard operator.

PRE-GAME INFIELD – There will be NO infield practice. No hitting into fences. Please do not step on foul lines. No practice is allowed on any unused fields during the tournament.

HOME TEAM – Will determine by a coin flip during ground rules.

TIE BREAKER RULE. This is the continuation of the original game; teams remain HOME and AWAY as determined by the original coin toss. Each inning of the format will begin with two (2) outs, with home team taking the field. Base-runners are placed on 2nd and 3rd base, based upon the last two hitters in the lineup. Play continues in this manner until there is a winner of the game. Strict adherence to the batting order shall be maintained, and all game/tournament rules remain in effect. Innings pitched do not count towards limits within tournament rules.

MODIFICATIONS TO SCHEDULE/FORMAT – The Tournament Director may modify the number or length of games when necessary due to weather, field or scheduling issues. This includes modifying the time limit or number of innings if games get delayed for any reason.