



FOR THE COMMITTED PLAYER AND TEAM

2021

FALL LEAGUE

PLAYING RULES

(DIVISIONS: 10U - FRESHMAN)

INDEX

Field Dimensions	2
Safety-Coach Training-Jewelry/Equipment	2-3
Weather-Official Games/Suspended Games	3-4
Bat Specification	4
Uniform Players	5
Pitching.....	5-6
Batting Order Options.....	6
Substitution.....	6
Courtesy Runner.....	7
Starting/Ending Game.....	7
Dugouts.....	7-8
Pre-Game Plate Meeting.....	8
Home Team.....	8
Game Length	8
Run Rule	8
Tie Games	9
Line Up Cards	9
Baseballs	9
Force Play Slide Rule	9
Malicious Contact	9
Communication	10

LEAGUE OBJECTIVE

The Kino Baseball Fall League is a competitive designed league for age divisions 10U through to 15U. The players and teams that participate in this league should be experienced in their individual skill set and team concept and committed. This league is not about individualism or showcasing anybody's skills. There will be no scouts present. It is a league that is designed to teach team building skills.

RULES

1. FIELD DIMENSIONS:

- 10U Division 60-foot base distance 46-foot pitching distance
 - i. Runners permitted to take leads. Pitchers hold runners on.
- 11U-12U Divisions 70-foot base distance 50-foot pitching distance
 - i. Runners permitted to take leads. Pitchers hold runners on.
- 13U Division 80-foot base distance 54-foot pitching distance
- Freshman Division 90-foot base distance 60 foot/6-inch pitching distance

2. SAFETY:

- **COVID-19 Safety and Health Plan:**
 - If not feeling well, have sore throat, headache, fever/chills, cough, aches and pain, etc., stay home do not come to the field.
 - Face coverings are optional.
 - Frequent hand washing. Recommend teams have hand sanitizer available in the dugout for use. Coaches are to direct players to wash hands frequently and often.
 - NO spitting of sunflower seeds, peanuts onto the ground. Use cup or bag to dispose of shells.
 - Not permitted: post-game handshake/greeting exchange.
- **JEWELRY:**
 - i. Permitted medical alert and religious medallions worn under the jersey and taped to the player. The article cannot be hanging or dangling on the outside of the jersey.
 - ii. Any other adornment worn by a player (earrings, necklaces, bracelets, etc.) regardless of the material are NOT PERMITTED.
 - iii. 1st Violation: Team warning will be issued by the umpires to the player in violation.
 - iv. 2nd Violation—same game—player is bench restricted for the remainder of the game.
 - v. 3rd Violation—same game---ejection of the player in violation and the team manager.

SAFETY:

• EQUIPMENT:

- i. NO SKULL CAPS permitted to be worn by the catchers.
- ii. Catcher masks are to be inspected by the coaching staff to assure all screws and pads are in place.
- iii. Batting helmets must have dual ear flaps. Helmets that have cracks or missing and/or thin pads, tape applied to any portion of the helmet will be removed by the umpires.
- iv. Chrome reflective batting helmets are NOT PERMITTED.
- v. Player while in the coach's box must be wearing a dual ear flap batting helmet.
- vi. Non-roster player that is 17 years of age or younger and is a certified coach and is acting as a coach must be wearing a dual ear flap batting helmet.
- vii. On-deck batters must be wearing dual ear flap batting helmet.
- viii. Players shagging foul balls in the field of play during the game must wear dual ear flap batting helmet.
- ix. The player must leave the batting helmet on until they reach the dugout. 1st Violation, the umpire will give a team warning. Any subsequent violations during the game will result in the ejection of the player and manager/coach.
- x. **Metal cleats are NOT PERMITTED in 10U-11U-12U Divisions.**
- xi. Each team is to have a first aid kit in the dugout for all games.
- xii. Players are to be properly hydrated and should bring their own water. There will be no water provided in the dugout by the league. Coolers with ice and water are permitted in the dugout.
- xiii. Gates to the dugouts are to be closed during live play.
- xiv. Alcohol/Tobacco and any alcohol products prohibited on the field and in the dugouts. These products include smokeless tobacco, E-cigarette, vapors. Individual that is discovered by the umpires or league officials using any of these products are subject to ejection from the game.
- xv. The umpires have the full authority to remove any equipment from the game that is deemed unsafe. There is no discussion or appeal to the League. The League supports the umpires 100% on safety requirement/violation that they deem necessary for the safety of the players.
- xvi. Fake tags are not permitted. Fake tag is considered a form of obstruction with bases awarded per the runner obstruction rule. In addition, a bench warning will be made to the offending team. Any subsequent fake tags by the team results in the offending player being restricted to the bench for the remainder of the game.

• WEATHER/COMPLETE/SUSPENDED GAMES:

- i. Game that is halted by lightning will be halted for maximum 30 minutes. Teams are to leave the field and go directly to the parking lot and wait. If the halted game goes past the thirty (30) minute limit the game will be called.
- ii. Umpires can resume play at any time (non-lightning) within the 30 minutes. If the delay passes the 30 minutes the game will be called.
- iii. OFFICIAL GAME ALL DIVISIONS: 2 ½-3 full innings
- iv. If a game does not reach regulations at the time the game is called, the game will re-start from the beginning and re-scheduled by the league.
- v. There is no reverting back to previous inning.
- vi. If a halted game is resumed and team does not have the required number of eligible players to resume the game the team will forfeit to the opposing team.
- vii.

- **SUSPENDED GAMES:**

- i. Games halted by man-made systems, i.e. light, irrigation systems, etc. and cannot be resumed, the game will be suspended and will be rescheduled by the League to be resumed from the point the game was halted.

3. BAT SPECIFICATION:

10U-11U DIVISIONS:

- Barrel size may be either 2 ¼” or 2 5/8” in diameter
- Maximum length is 33 inches
- Bat must have **USABat** stamped on the bat. Any bat that does not have this **USABat** stamped on the bat it is considered illegal for use in a game.
- Any drop is permitted with **USABat** stamped bat.

12U DIVISION: (WOOD BAT DIVISION)

- Solid one- piece wood bat (ash, birch or maple) OR
- Composite wood bat is permitted.
- Maximum length is 33 inches
- Barrel size permitted is 2 ½” in diameter
- **NOT PERMITTED: bamboo, graphite, metal, etc.**

13U DIVISION:

- Barrel size may be either 2 ¼” or 2 5/8” in diameter
- Maximum length is 34 inches
- Bat must be stamped either **USABat, USSSA 1.5** or **BBCOR .5**
- **Minimum drop for USABat and USSA Bat is -8 or heavier.**
- Any bat that does not have any of these stamps is considered illegal for use.
- Solid one-piece wood bat (ash, birch, maple) or composite wood (BBCOR stamp) is permitted for use.

FRESHMAN DIVISION:

- Only metal or composite bats marked BBCOR .50 stamped are permitted.
- Maximum barrel diameter is 2 5/8”
- Maximum length is 34 inches
- Solid one-piece wood bat (ash or maple) is permitted for us.

NOT PERMITTED AT ANY LEVEL IS 2 ¾” BARREL DIAMETER BAT.

PENALTY:

- If the bat is discovered prior to a batter completing the “at bat” the bat is simply removed from play and the “at-bat” continues.
- A player who uses an illegal bat or non-conforming bat and hits a fair ball will be ruled out. No advancement on the bases will be allowed, any outs during the play shall stand. This is an appeal play.
- The “at-bat” will be considered legal when a pitch is thrown to the next batter.
- The player using the illegal bat is restricted to the bench for the remainder of the game, and the manager is ejected from the game.

4. UNIFORM:

- Player uniform consists of all players wearing matching colored jersey with a number on the back, baseball pants and cap.
- Player that does not have matching jersey is permitted to play, but the umpires will make a note and report to the League that will be followed up with a warning violation to the team and that any subsequent violations during the season will result in a team fine of \$50.00.
- Player jersey that does not have a uniform number will result in the player not being eligible to participate in the game.
- Players with identical numbers must be identified on the line-up card with a corresponding letter after the number. EXAMPLE: 24A, 24B and so forth.

5. COACH DRESS:

- Professional and appropriate to include baseball cap and face covering.

6. PITCHING:

(10U-11U-12U DIVISIONS)

- Pitcher limited to maximum 6 innings per weekend/week. *EXAMPLE 1: Pitcher pitches 4 innings on Saturday is eligible to pitch 2 innings on Sunday. EXAMPLE 2: Pitcher throws 5 innings in the first game of a doubleheader, is eligible to pitch 1 innings in the second game.* CLARIFICATION: If a pitcher throws 6 innings in a weekend and the team has a scheduled game during the week, the pitcher is not eligible to pitch in the game that is played during the week. The Fall League week pitching calendar is defined as Saturday through Friday.

7. PITCHING (13U DIVISION)

- Pitcher is limited to a maximum of 7 innings per weekend/week. *EXAMPLE 1: Pitcher pitches 3 innings on Saturday is eligible to pitch 4 innings on Sunday. EXAMPLE 2: Pitcher throws 5 innings in the first game of a doubleheader, is eligible to pitch 2 innings in the second game.* CLARIFICATION: If a pitcher throws 7 innings in a weekend and the team has a scheduled game during the week, the pitcher is not eligible to pitch in the game that is played during the week. The Fall League week pitching calendar is defined as Saturday through Friday.

8. PITCHING (FRESHMAN DIVISION)

- There is no pitching innings limitation.

9. BALKS (10U DIVISION)

- All balks will be called, but base awards will only be made on balks that give the defense an advantage or put the offense at a disadvantage. *EXAMPLE of balks that will result in award are (but not limited to): 1) Failure to come to a complete stop in the set position with runners on base; 2) Not properly disengaging from the pitcher plate in order to make a play on a runner; 3) Making an illegal pick off move in order to make a play on a runner.*
- Balks of a technical or minor nature that DO NOT give an advantage to the defense or a disadvantage to the offense will be called and the umpire will immediately call "time" and explain what the pitcher did incorrectly, but no bases will be awarded. This is done in the spirit of educating the young pitcher on the balk rule without preventing excessive number of base awards due to balks.
- Balks are an immediate dead ball.
- While in contact with the pitcher's plate, the pitcher makes a feint throw to third base and then throws to first base is a BALK.

10. BALKS (11U-12U-13U-15U DIVISIONS):

- No balk warnings will be issued.
- Balks are an immediate dead ball.
- While in contact with the pitcher's plate the pitcher makes a feint throw to third base and then throws to first base is a BALK.

11. TRIPS TO THE MOUND

- Two (2) trips to the same pitcher in the same inning will constitute the pitcher being removed from the game as a pitcher, but the player removed as the pitcher may remain in the game and play at any other defensive position.

12. INTENTIONAL WALKS

- Coach notifies the umpire when an intentional walk to a batter is to be awarded.

13. WARM UP PITCHES:

- New pitchers are permitted (8) warm up pitches to be thrown within one minute.
- Between innings returning pitchers are permitted five (5) warmup pitches within one minute.
- If catcher is not ready to accept warm-up pitches, coaches are permitted to warm up the pitcher.

BATTING ORDER OPTIONS:

- a. Bat nine (9). Team that has no eligible substitute and loses a player due to injury, illness, ejection, or parents remove the player from the game, the game becomes a forfeit at that point.
- b. Bat ten (10) with one Extra Hitter. Team that has no eligible substitutes and loses a player due to injury, illness, the line- up is condensed to 9 hitters without penalty. Lose a player due to ejection or bench restriction an out will be recorded every time that spot in the batting order comes up to bat.
- c. Bat eleven (11) with two Extra Hitters. (See paragraph b)
 - **DEFINITION OF ELIGIBLE SUBSTITUTION:** is a player that has not been in the game in any capacity.
 - No batting 12 players or more.
 - No continuous batting order permitted
 - No designated hitter permitted.

14. SUBSTITUTION:

- Any of the starting players may withdraw and re-enter once provided such player occupies the same batting position.
- Substitute who is withdrawn may not re-enter. All pitchers are governed by provisions of Official Baseball Rule 3.05 if withdrawn while on the mound pitching. The pitcher withdrawn while a batter or base runner may re-enter the game immediately. If the pitcher is removed from the game because of a second trip in the same inning, the pitcher may re-enter the game in any position (except for the pitching position).
- There is no mandatory play required.

15. COURTESY RUNNER

- For the catcher at anytime the catcher reaches base.
- MANDATORY for catcher when there are two (2) outs.
- Courtesy runner must be a player that is NOT currently in the line-up.
- If the offensive team bats around and the catcher reaches base again, the same player used as a courtesy runner earlier in the inning must remain as the courtesy runner.

16. STARTING/DURING/ENDING GAME:

- Team must start and end a game with minimum nine (9) players.
- Team that has 8 or less players at game time forfeits to the opposing team. There is no grace period, there is no re-scheduling of the game. The umpires will leave the field. If there is another game scheduled on the field, both teams will be required to leave the field—no scrimmage games permitted.

17. DUGOUTS:

- Team listed as home team on game schedule occupies the third base dugout. If team is playing a second game, the team remains in the same dugout whether it be first or third base dugout.
- Only certified coaches and players permitted in the dugout during a game.
- **NOT PERMITTED** in the dugout or on the playing field are bat boy/girls.
- **NOT PERMITTED** buckets, chairs, with coaches or players occupying them outside the dugout at any time during the game.
- The dugout parameters for each park will be identified at the pre-game meeting.
- **PENALTY:**
 - i. 1st Violation: Warning
 - ii. 2nd Violation: Individual in violation will be restricted to the bench for the remainder of the game and cannot participate in any capacity.
 - iii. Subsequent violations in same game – individual ejected from the game. If player is ejected, then manager is ejected.
 - iv. Dugouts that have gates are to be closed at all time.
- Upon game completion teams are responsible for cleaning up and remove trash generated during the game.
- If there is a second game schedule with different teams, team occupying dugout are to clear out and leave the field. Conduct team meetings outside the field.

18. PRE-GAME PLATE MEETING

- Only a manager or a coach from each team permitted to attend the pre-game meeting with the umpires.
- The coaches are to stand outside of the batter box, while the home plate umpire will be positioned in the catcher box, and the base umpire will be positioned six (6) feet from home plate towards the pitcher mound. Face coverings are not required providing individuals can maintain the physical distance requirements.
- Line ups are exchanged, and ground and safety rules are reviewed.
- HOME TEAM coach is to identify the location of the game's official scorekeeper.

19. HOME TEAM:

- The HOME TEAM provides the game's OFFICIAL SCORER. At the pre-game plate meeting the Home Team representative is to identify the individual and location of the game's OFFICIAL SCORER. Game does not begin without identification of the official scorekeeper.
- Occupies the third base dugout. If playing a doubleheader team does not need to move.

20. GAME LENGTH:

- 10U Division – 6 innings – no new inning after 1 hour 50 minutes
- 11U-12U Divisions – 6 innings – no new inning after 2:00 hours
- 13U-15U Divisions – 7 innings – no new inning after 2:00 hours
- Once an inning starts it must be completed. There is no "sudden stoppage" of play in the middle of an inning or during an at bat. **EXCEPTION: If the Home Team is ahead in the game and batting when the time limit is reach and the game has reached regulation.**
- The Umpires are the "Official Clock" -not the coaches or spectators.
- The game clock starts once the pre-game meeting at home plate has been completed.
- Game that reaches the time limit are official regardless of what inning the game was in at the time of the time limit. EXAMPLE: Game reaches the 2:00 hour time limit and the game has only played 2 full innings the game is official and whomever is ahead at the time limit is the winner. If the game is tied at the time limit, then the game is officially a tie game.

21. RUN RULE:

- 10U-12U Divisions:
 - i. 18 or more runs after 2 innings
 - ii. 15 or more runs after 3 innings
 - iii. 10 or more runs after 3 ½- 4 full innings
- 13U-Freshman Divisions:
 - i. 18 or more runs after 3 innings
 - ii. 15 or more runs after 4 innings
 - iii. 10 or more runs after 4 ½- 5 full innings

22. TIE GAMES:

- Games that are tied and have reached regulation and the time limit has expired are officially recorded as a tie game.
- There are no extra innings played during the regular season.
- Games that have reached the maximum number of innings, is tied and there is still time on the clock the game is officially a tie game.
- **POST-SEASON: Tie games are played until a winner is determined.**

23. LINE UP CARD:

- Coach must list player with uniform number, last name, first initial and position (starters)
- Player that is on the team roster, but was omitted from the line up card but is present or arrives later once the game starts is eligible to play in the game without penalty

24. BASEBALLS:

- The League will issue game baseballs prior to the season starting.
- Each team is to provide two (2) game baseballs to the home plate umpire at the pre-game plate meeting.
- Each team is responsible for chasing down foul balls that go out of play on their side of the field.
- If the umpire requires additional baseballs during the game (because of balls hit out of play and not returned) each team will be required to provide good “used” baseballs.
- The umpires have the authority to remove any baseball that is not acceptable for play.

25. FORCE PLAY SLIDE RULE: (see league website www.kinobaseball.com)

26. MALICIOUS CONTACT:

- If a runner attempting to reach home plate or a base and in the judgment of the umpire intentionally and maliciously runs into a defensive player, the runner will be called out on the play and ejected from the game.
- Runner has the following options: 1) Return back to the base from where they came from; 2) Avoid “dance” around the tag; 3) Give one self- up.
- Player that is ejected is restricted to the bench for the remainder of the game, unless the parents or legal guardians remove the player from the dugout and leave.

27. COMMUNICATION:

- Upon completion of the game, the winning team manager is responsible for texting the final score to Bill Leith at **(520) 730-2506**.
- Each Sunday/Monday coaches will receive from the league an email that will update the weekend results, current standings and confirming upcoming weekend games. It is the responsibility of the coaches to check their email’s periodically during the season in the event of any changes that may occur. Not reading e-mails or text messages is not an excuse.
- League results and standings/schedule will be updated weekly on the league website.

28. STANDINGS

- Standings for each age division will be maintained.
- The standings will be utilized to seed the teams for post-season playoffs.
- Point system: Win = 3 points; Tie = 1 point; Lost = 0 points.

29. POST-SEASON PLAYOFFS:

- The format for each division playoffs to be determined once the final list of teams and regular season game schedule is developed.

8/27/2020

Revised 8/2021 (add Rule 15 Courtesy Runner)