



KINO BASEBALL LEAGUE

Serving the Southern Arizona Community since 2010

KINO BASEBALL SUMMER HIGH SCHOOL LEAGUE RULES

All Kino Summer High School League (Freshman/Jayvee/Varsity) will be played in accordance with National Federation High Schools (NFHS) that are supplemented with the following local league rules.

OBJECTIVE:

The objective of the Kino Summer High School League is to provide the opportunity for coaches and players to improve upon their skills and to evaluate and monitor player development.

The supplemental summer rules are structured to allow for the development process. All games have batting order options, and score is maintained and recorded.

1. BAT SPECIFICATION:

- a. All divisions (Freshman, Jayvee, Varsity) metal bat must be stamped BBCOR or solid one- piece wood bat is permitted for use.

2. PITCHING:

- a. There are no pitch counts or innings limits. Coaches are responsible for being "Pitch Smart" with the priority on the safety of the pitcher's arm.

3. BATTING ORDER OPTIONS:

- a. Teams will have the following batting order options:
 - i. Bat 9 with DH for any defensive player.
 - ii. Bat 10 with DH for any defensive player and Extra Hitter (EH)
 - iii. The EH can go into and play defense.
 - iv. Continuous Batting order is not permitted.

4. LINE UPS:

- a. Line up cards are required and are to be submitted and exchanged at the pre-game plate meeting.

5. SUBSTITUTION:

- a. There is unlimited player substitution during the game. Player can be removed from the game and return back unlimited times during the game.
- b. Players coming in and out of the game are required to return to the same spot in the batting order. Moving players up and down the line up not permitted.
- c. Player movement in and out of the game, teams are to let the game's official scorer when a player returns to the game.
- d. Since there is unlimited substitution there is no courtesy runner.

6. RUN RULE:

- a. Team that is ahead by ten (10) or more runs after 4 ½-5 full innings, the game becomes official at that point.

7. STARTING/ENDING GAME:

- a. Teams must start and finish a game with minimum eight (8) players.
- b. Seven (7) or less players at game time constitutes a forfeit.
- c. Game time is forfeit time.
- d. If a team has no substitutes available and it gets to 7 players or less during the game, the game is forfeited at that point in the game.

8. GAME LENGTH:

- a. Seven (7) innings maximum. There are no extra innings played.
- b. 2:00 hour time limit. Inning that starts must finish. There is immediate stoppage of play.
EXCEPTION: Is if the Home Team is ahead in the game at the 2:00 hour time mark.

9. HOME TEAM:

- a. Coin toss prior to the game between the two scheduled teams is to be conducted to determine the game HOME TEAM.
- b. The Home Team will provide the game's official scorer.

10. BASEBALLS:

- a. Each team is required to provide two (2) game baseballs to the home plate umpire at the pre-game meeting.
- b. Teams are responsible for balls hit out of play on their side of the field.
- c. If the umpire requires additional baseballs, each team will provide good "used" condition baseballs.

11. SAFETY:

- a. All NFHS safety rules will be invoked by the umpires.
- b. Lightning:
 - i. Game that is stopped for lightning, teams and spectators will clear the field and go directly to the parking lot and wait 30 minutes. If another strike of lightning occurs within the initial 30 minutes the game is then called.
 - ii. Regulation Game: If a game has reached 4 ½-5 full innings and has been called, the game is official. Game that does not reach regulation and is called, the league will re-schedule the game from the beginning.
- c. Weather/Rain/Field Conditions
 - i. Delays: Games stopped by the umpires for rain or other weather conditions (non-lightning) can be resumed at any time by the umpires. Maximum wait will be 30 minutes. If the game has not resumed before the 30 minute mark then the game is called.
 - ii. Regulation Game: If a game has reached 4 ½-5 full innings and has been called, the game is official. Game that does not reach regulation and is called, the league will re-schedule the game from the beginning.

12. COMMUNICATION:

- a. Game winning coach is to text 730-2506 with the final score.
The scores are posted on the league website. During the summer we get followed by many people who do not even have players playing. They like to follow the summer league to see how the teams do, therefore we ask for your help in getting us the scores.