

KAYB 2009 Tournament Rules

INSURANCE

KAYB policy covers all teams.

PARKING

The complex has two parking lots, plus an additional parking lot at Canyon View Elementary.

CHECK-IN

Upon arrival at the fields coaches need to check-in at the upstairs clubhouse to receive your tournament packet. Please have a completed roster upon check-in as well.

EQUIPMENT

- **Uniforms:** All players must be fully uniformed, which includes the following: Pants, socks, cap and team shirt with numbers that are non-duplicating, (coaches may wear coaches shorts, and matching non-numbered shirts).
- **Bat Diameter:** No big barrel bats are allowed. Bats are to be 2.25 inches in diameter.
- **Metal Spikes:** Metal spikes are prohibited. Cleats shall be molded rubber or plastic.
- **Batting Helmet:** A full use batting helmet which covers the top and back of the head and the side of the face must be worn by every player while in the on deck circle, when at bat and while on the bases. All bat boys/girls will wear full-use batting helmets when their team is at bat.
- **Catchers Gear:** The catcher must wear all appropriate protective gear, which includes: a protective helmet/mask that fully covers both ears, chest protector, shin guards, protective cup, and throat guard.

USE OF THE PARK

- **No soft toss** into the chain link fences is allowed.
- **Teams may warm up** in the outfield grass before their game if time permits. No formal infield/outfield is allowed on the field prior to the game.
- **Batting cages are reserved 1hr before each game** for the teams scheduled to play next on that field. Time in the cages is limited to ½ hr per team.

GAME RULES

General

- **Playing rules** not specifically covered below shall follow the 2009 rules for Babe Ruth League, Inc.
- **Slug Bunts:** ARE NOT ALLOWED. The batter shall be called out if he turns to bunt and then swings away.
- **Trips to the Mound:** Pitchers must be removed from the mound upon the second visit by any coach in the same inning. If a coach calls time and crosses the foul line to confer with any player, this shall be considered a trip to the mound for that inning. Inning starts officially with the first pitch of the inning. Coach may cross foul line and confer with players prior to first pitch without penalty.
- **Courtesy Runner:** No player in the game shall be permitted to act as a courtesy runner for another member of his team.
- **Contact Rule:** If a runner attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he will be called out on the play and ejected from the game. This

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is a judgement call and the umpire's judgement is final. If this rule is enacted the offender is ejected, the ball is dead and all runners must return to the last based touched at the time of the collision. Players may slide, jump over, or go around the catcher to avoid contact. Non-malicious contact can occur.

- **Thrown Bat:** A player judged by the Umpire as throwing the bat after successfully hitting the ball will be warned once. A second incidence by the same player will be counted as an out. The 3rd incidence by any player on the same team, even if it is that players 1st offense will be counted as an out.

Lead-Off / Stealing 60-FT Format: When a pitcher is on the mound, in contact with the rubber, in possession of the ball, and the catcher is behind the plate in position to receive a pitch, base runners are not allowed to leave the base until the ball has been delivered and has reached the batter. At any time the pitcher is not on the mound with his/her foot on the rubber, the catcher is not in a down and ready position to receive a pitch, and time has not been called on the field by the umpire, runners may advance at their own risk.

Lead-Off / Stealing 70-FT Format: When a pitcher is on the mound, in contact with the rubber, in possession of the ball, catcher is behind the plate in position to receive a pitch, base runners are allowed to lead off and steal bases at their own risk. At any time the pitcher is not on the mound with his/her foot on the rubber, the catcher is not in a down and ready position to receive a pitch, and time has not been called on the field by the umpire, runners may advance at their own risk.

- **Balks:** Balks can be called. Runners will advance one base upon a called balk by the umpire.
- **Intentional Walk:** There must be an exchange between the pitcher and catcher. The catcher has to start out in the catcher's area with arm extended.
- **Sportsmanship:** All players and coaches will be expected to behave in a sportsmanlike manner at all times. Noisemakers of any type will not be allowed. Razzing, heckling, chanting, or making disparaging remarks towards opponents in any manner is prohibited. Any player, coach, or parent/fan whose conduct is unbecoming or abusive will at minimum be warned and may be removed from the playing field or stands at the discretion of the tournament officials or the umpires. Unsportsman-like behavior by anyone associated with your team may influence future invitations for participation in KAYB tournaments.
- **Ejections:** Any manager, coach, player or fan ejected from the game must leave the park and may not return for any reason until the next scheduled game. If the same person is ejected for a second time, he or she will not be allowed into the park for the remainder of the tournament. Failure to comply with this rule will result in forfeiture of the game. Foul or abusive language will not be tolerated under any circumstances. Cursing or throwing equipment in anger will be an automatic ejection.
- **Protest:** Umpires will work to settle all problems on the field. Protests will be allowed for pitching violations or rule interpretations only. Protests must be declared to the Tournament Director or Umpire-in-Chief or acting representative before the next pitch following the dispute. No protest will be allowed following the game except for pitching violations; rule interpretations will be settled on the field. Tournament officials and head umpire will rule on all protests and their decision will be final.
- **Game Record:** Home team shall be responsible for turning in game records immediately following the game. These records **must** be agreed upon and signed by **both** coaches. These **must** be turned in directly to the tournament director or the tournament statistician. If they are not available then you may give them to the concession stand supervisor.

Starting and Ending a Game

- **Home Team:** Home team during bracketed play will be decided by a flip of the coin with team traveling farthest making the call. SUNDAY: Teams with the higher seed shall be awarded Home Team.
- **Dugouts:** There is no distinction between Home and Visitor based on dugouts. Choice of dugouts shall be on a first come-first serve basis. Teams must pick up trash and debris in the dugout before departure from all games.

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- **Suspended / Complete Games:** A game shall be ruled as official and complete if it is called by umpires or the tournament director due to rain, inclement weather, or other reasons beyond our control, provided 4 innings have been completed. If four innings have not been completed, the game shall be suspended and resumed from that point when safe play can be resumed.
- **Time Limits: No new inning may start after 1 hour and 50 minutes.** Game will stop at 2 hours. In the case of a tie after the 1 hour and 50 minute or 2-hour time limit, the Kansas City tiebreaker will be in effect.
Note: There will be no time limit or Kansas City Tie-breaker for Championship games only.
- **10 Run Rule:** If the home team has a 10 run lead at the end of 3 ½ innings or if the visitor is ahead by 10 runs after 4 complete innings, the game shall be terminated.
Note: the losing team in the Championship game if desired may invoke The 10 Run rule.
- **Length of Game:** Pool games shall be 6 innings, unless called by time limit or the 10 Run Rule. Games tied after 6 completed innings will go into Kansas City Tie-breaker.
- **Tie Breakers:** The following rules (listed in order of priority) will determine which teams will advance out of their pool.
 1. **WIN-LOSS RECORD**
 2. **HEAD TO HEAD**
 3. **FEWEST RUNS ALLOWED**
 4. **RUN DIFFERENTIAL BETWEEN ALLOWED AND SCORED**
 5. **COIN TOSS FOR 2 TEAMS, BLIND DRAW FOR 3 OR MORE**

Substitution and Re-entry

- **Re-entry Rule:** Any of the nine starting players may withdraw and re-enter once, provided such player occupies the same batting position whenever he is in the line-up. When a starter re-enters, the substitute player must be taken out and may not re-enter during the remainder of that game. If a team is caught with an illegal substitution it shall be treated in the same manner as a player batting out of order:
 - If the illegal substitution is caught before the illegal player comes to bat, the proper player will be inserted into the line-up.
 - If the illegal substitution is caught after the illegal player comes to bat, but before a pitch is thrown to the following batter, the illegal player is out and the proper player will be inserted into the line-up following batting out of order rules.
 - If the illegal substitution is caught after the illegal player comes to bat and after a pitch has been thrown to the following batter, the illegal substitution and player is now considered legal.
- **Loss of a Player:** In the event of a disabling injury, and all eligible substitutes have already entered the game, an already used player must be selected as a replacement by the opposing manager. **The injured player may not re-enter any time during the remainder of that game.** If a team loses a player due to ejection after all eligible substitutes have entered the game, that team may finish the game with eight players. The ejected player will be called out when his position in the batting order comes up.
- **Extra Hitter (EH):** In all age divisions an extra hitter (EH) will be allowed. This will give a team a 10-player line-up, which must be declared before the start of the game and used the remainder of the game. **If a team has no substitutes available and is unable to continue a 10-player line-up for any reason, that slot will be an out.** The player in the EH position, while not actually playing a defensive position, will be treated as though they are for substitution purposes. The re-entry rule applies for the EH. *(Example: Bill is the EH and batting 4th. John is the catcher and batting 7th. Bill can become the catcher and John the EH. Both players would remain in their original batting order. All players can move freely in defensive positions-the EH is considered a defensive position.)*
- **Free Substitution:** Teams desiring to bat their entire lineup must declare so before the start of the game. Once the full team batting order has been established it must continue for the duration of the game. **Any**

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player unable to bat in their designated spot for any reason during the game shall be called out and the next player in the order shall come to bat. Teams batting their entire lineup are not subject to the re-entry rules and shall be allowed to freely substitute defensively. Teams batting the lineup are subject to the pitching limitations.

Pitchers

- Pitchers are allowed 6 preparatory pitches per inning. 10 pitches are allowed for a new pitcher.
- Only the **starting pitcher** can re-enter the game as a pitcher, provided he was not removed from the batting line-up or removed by the 2nd trip to the mound in the same inning.
- Pitchers can pitch a maximum of 6 innings every two games. If game is tied after 6 innings and time allows, the KC Tiebreaker inning(s) count as part of the extended game for innings pitched. **IT IS THE SAME GAME.**
- Pitchers can pitch a maximum of 6 innings per day.
- Pitchers can pitch a maximum of 15 innings for the tournament in the 10U and 11U divisions.

PENALTY FOR VIOLATION OF PITCHING LIMITATIONS WILL RESULT IN FORFIETURE OF THE GAME.