

COFFEYVILLE/CANEY RECREATION COMMISSION FARM BASEBALL RULES

PLAYER ELIGIBILITY

1. A player must reside within the U.S.D. 445 School District, to be eligible to play as an in-district participant.
2. Out-of-district participants will be allowed to participate if space is available and will be required to pay an additional fee.
3. New players moving to Coffeyville who sign-up after the registration deadline will be assigned to a team by the Recreation Department when an opening occurs on a team.
4. A player must be at least 9 years of age but cannot be 11 years of age before or on April 30th of the current year.

GAME RULES

1. Babe Ruth League Baseball rules and regulations will be used except where league rules prevail.
2. Bases will be 60 ft; the pitcher's rubber 46 ft; and a Rawlings LLB-1 baseball will be used.
3. The bat cannot be more than 33 inches in length and not more than 2 5/8 inches in diameter and must be marked "Official Little League Baseball" or "Regulation Baseball".
4. There can be no more than four coaches in the dugout at any time during a game.
5. The umpire shall have full authority over the game. The home plate umpire has the authority to call a game at any time due to darkness, rain, fire, lightening, light failure, panic, and or other causes that place players and spectators in peril. If a game is called by the umpire due to any of the above mentioned, there will be a 15-minute delay. In the event that a game is called, and the 3 complete innings have not been played, the game shall be considered suspended and completion will be rescheduled for a later date.
6. The League Director will decide all protests at the time the protest occurs, and his/her decision will be final. There will be a five-minute time limit on discussion of all protests. No protests will be allowed based on the judgment of the umpire.
7. No chewing tobacco, smoking or alcoholic beverages will be allowed on the field or in the dugouts during practice or games.
8. No jewelry or metal spikes/cleats will be permitted to be worn by players.
9. Due to time limitations, no infield practice will be allowed prior to the start of the game.
10. The infield fly rule will not be called.
11. Only one charged conference per inning allowed. Second conference will result in the removal of the pitcher from that position for at least one at-bat.
12. All catchers must wear a protective cup and protective gear while catching. A mask must be worn by a catcher while warming up a pitcher.
13. Dropped third strikes will be ruled as an out.
14. Base runners may not lead off but can attempt to advance to the next base after the ball crosses home plate with the liability of being put out.
15. If a base runner leaves the base too soon, he will be declared out and the pitch will not count.
16. If a catcher attempts to throw out a base runner that is stealing and overthrows the fielder who is covering the base, the play will be considered an overthrow, and the base runner will advance to the next base.
17. In the event of a wild pitch/passed ball to the batter, base runners may advance only 1 base with the liability to be put out.
18. In the event the catcher recovers the wild pitch/passed ball and overthrows the base where the runner is advancing to, this shall be considered an overthrow and the base runner may advance to the next base.
19. If a ball becomes lodged or stuck in or under protective mats on backstops, all runners may only advance 1 base. Regardless of whether there is a "steal attempt", it is still only a 1 base advance.
20. On an overthrow by a defensive player on a batted ball, base runners may only advance 1 base beyond the base they were initially trying to reach, with the liability to be put out.
21. Only one overthrow per play is allowed.
22. NO COLLISION RULE: In the judgment of the umpire, if a runner does not attempt to slide and deliberately runs into a fielder, he will be called out.
23. The blood rule is in effect for all players and coaches.
24. Only members of the team are allowed in the dugout and on the field. Bat boys/girls are considered members of the team.
25. All players are required to wear a helmet when on the field offensively and may not intentionally remove it at any time until he returns inside the dugout. Should a player lose his helmet while running to 1st base, he cannot

- advance past 1st base. Should a player lose his helmet while advancing on the bases, the umpire will call time out as soon as the runner reaches the next base or returns to the previously touched base after he loses his helmet.
26. Intentional removal of a helmet by a player will result in the following penalties:
 - a. A) First Offense: Warning by the umpire
 - b. B) Second Offense: Immediate ejection from the game
 27. A regulation farm baseball game will consist of 5 innings, or 1 hour and 30 minutes, whichever comes first.
 - a. No new inning will begin with 5 minutes or less left in the game.
 - b. The inning in which the time limit has been called shall be completed, unless the home team is ahead, and the visitor's team has completed their at-bat.
 - c. Exception: If the visiting team is ahead by more than the 6 runs allotted per inning at the end of the time limit, a new inning WILL NOT begin.
 - d. Since league games determine seeding for the tournament, games will not end in a tie.
 - e. NOTE: An inning will begin when the 3rd out is called.
 28. A team is limited to scoring 6 runs per inning.
 29. Baseball caps must be worn properly.
 30. Tie breaker rules: the international tiebreaker rules will apply with the last player to record an out will start on 2nd base.
 31. League standings will be kept. First place will receive awards.

PLAYERS & SUBSTITUTION

1. A designated hitter or offensive substitutions will not be allowed.
2. In the event of injury, the last batter who made an out may pinch-run for the injured player. If the player who is injured is not able to return to the game before his next at bat, his name will be lined out of the book and his position in the batting order will be skipped with no automatic out applied.
2. A player may enter the game anytime the ball is dead. A starter may re-enter one time and will remain in the same position in the batting order.
3. Teams must have 8 players to start and finish a game.
 - a. A defensive team shall consist of 9 regular baseball positions.
 - i. If a team has less than 8 players, they will forfeit the game.
 1. If the opposing team has 10 or more players present, it is understood and agreed upon by all coaches that a sufficient number of players shall be loaned to the team without a full roster to give each team at least 8 players.
 - b. Normal rules and regulations will apply during a forfeited game.
 - i. Score will be kept during the game, but the forfeited team will take a loss.
4. All players must play defensively at least 2 complete innings per game. All players will bat in a continuous batting order every game. Players entering the game as a defensive substitute must start the following game unless there are disciplinary reasons. (An automatic out will not be counted against the disciplined player.)
5. Failure of coaches to comply with Rule 5 regarding player substitution will result in the following penalties:
 - i. a) First Offense: A verbal/written warning
 - ii. b) Second Offense: A two (2) game suspension of the coach
 - iii. c) Third Offense: Suspension from coaching for the remainder of the season.
6. In the event that disciplinary action is taken against a player, the player must accompany the coach to inform the home plate umpire and official scorekeeper.
7. Players must play on the team for which they have been drafted.
8. Coaches should encourage their players to hustle on and off the field. It is the responsibility of the coach to have someone warm up the pitcher between innings if the catcher was the last batter, on-deck batter, or a base runner when the third out is recorded.

PITCHING REGULATIONS

1. Prior to delivery, the pitcher must have both feet on the ground within the 24" length of the pitching rubber.
2. The pitcher must come set (stop) before delivering the pitch to home plate.
3. Pushing off with the pivot foot from a place other than the pitching rubber is illegal.
4. Pitcher's will be given one minute or five pitches between innings.
5. A Cal Ripken pitcher, regardless of age may pitch six (6) innings per 2 games. The innings never start over. Ex: Game 1 a pitcher throws 4 innings, in his next game he can only pitch 2 innings, and then the next game would be 4 innings. 2 games can only equal 6 innings. If a pitcher delivers one (1) pitch in an inning he shall be charged for (1) one inning.

Innings pitched in games called due to inclement weather, etc., shall be charged against the pitcher's eligibility for that week.

6. Violation of RULE #5 regarding pitching regulations will result in the following penalties:
 - a) First Offense: Forfeiture of game in which violation occurred, plus a verbal warning to coach.
 - b) Second Offense: Forfeiture of game, plus a 1 game suspension from coaching for the coach.
 - c) Third Offense: Forfeiture of game, plus suspension of the coach for the remainder of the season.
7. Innings pitched in games that are called due to any of the circumstances stated in Rule 5 regarding game rules shall be charged against the pitcher's eligibility for the week.
8. When a starting pitcher is removed from the mound, he may re-enter one time as a pitcher.

CODE OF CONDUCT

1. Players and managers will conduct themselves at all times according to the rules of the game. A player or manager who is ejected from the game will be penalized as follows: if a coach is removed from a game, due to conduct, they must meet with the Director of Recreation and Program Supervisor before their team's next practice, game, or meeting to determine their status as a coach. Coaches and managers can be suspended or removed from their coaching duties at any time due to misconduct ON or OFF the field.
2. The Director of the CRC will **approve** all managers, assistant coaches and volunteers of teams. It is at the CRC's discretion and right to refuse individuals the opportunity to coach.
3. Players and coaches are expected to conduct themselves at all times according to the rules of the game. If a coach or manager continually harasses or displays poor sportsmanship toward umpires, officials, scorekeepers, facility directors, coaches, players, etc, they will be asked to leave the facility or grounds and will be subject to disciplinary action that could lead to a ban from all CRC activities.
4. Striking an umpire, player, coach, spectator, or CRC representative will result in an immediate suspension for the remainder of that season plus a ban from all CRC sponsored activities. The player/manager's participation status will then be determined upon review by the CRC Director of Recreation.
5. All rules are subject to change at any time by the Program Director or Director of Recreation.
6. Any fans or spectators that continually harass or display poor sportsmanship toward umpires, officials, players, parents, coaches, etc, will be asked to leave the facility/grounds. If a fan is ejected, they may be suspended from all CRC activities for a period of 12 months, upon review by the Director.