

COFFEYVILLE/CANEY RECREATION COMMISSION TOP LEAGUE 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 where space is available.
4. A player must be at least 11 years of age but cannot be 13 years of age by April 30th of the current year to be eligible to play Top League Baseball.

RULES

1. Babe Ruth League Baseball rules and regulations will be used except where league rules prevail.
2. A regulation top baseball game will consist of 6 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.
3. The umpire shall have full authority to run the game, dismiss players/managers from the field, etc.
4. Only a manager may talk with an umpire on a rule interpretation.
5. There can be only four coaches in the dugout.
6. All protests will be decided by the League Director at the time the protest occurs. No protests will be allowed on judgment calls. There will be a 5 minute time limit on all discussion of protests. The decision on all protests by the League Director and Head Umpire will be final.
7. Teams must have 8 players to start and finish a game.
 - a. If fewer than 8 players are present to begin a game, the team must forfeit, but the game will still be played with the team borrowing players from the opposing team.
 - b. A player from the opposing team may be borrowed to complete the line-up of the team without a full roster.
 - c. If one team has only 8 players present and the opposing team has only 9 players present, the team with only 8 players must take 1 automatic out for the 9th batting position.
8. No infield practice will be allowed by either team prior to the start of the game.
9. If a game is called due to rain, light failure, etc., there will be a 15 minute delay. Then if the game is called and 4 innings have not been played, the game will be handled as a suspended game and rescheduled for a later date. Home team will be responsible for information regarding the suspended game (number of outs, runners on base, etc.).
10. A team is only allowed to score 6 runs per inning.
11. The pitcher's rubber will be 50 feet from home plate.
12. A Cal Ripken pitcher, regardless of age may pitch six (6) innings per 2 games. The innings start over on Sunday, a week is Monday – Sunday. 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.
13. All players are required to wear helmets while at bat, on deck, and on the bases. In the event that a player loses his helmet while running the bases, the umpire will call time out as soon as the batter/base runner reaches the next advancing base or returns to the previously touched base, after he lost his helmet. If the batter loses his helmet on the way to 1st base, he will not be able to advance past 1st base. In the judgment of the umpire, if a player intentionally removes his helmet while running the bases, the umpire will give him one warning regarding the removal of the helmet. Should any batter/base runner intentionally remove his helmet after the initial warning by the umpire, he will immediately be ejected for the remainder of that game.

14. All catchers must wear protective gear while catching. A mask must be worn by any player while warming up the pitcher.
15. The bat shall not be more than 33 inches in length and not more than $2\frac{5}{8}$ inches in diameter. Violations of this rule will result in the bat being confiscated.
16. Base runners cannot lead off. With liability to be put out, a runner may attempt to steal a base once the ball has crossed home plate. If a base runner has left a base early, they can continue on with the liability to be put out per the judgment of the umpire. If no out results, the player must return to the previously occupied base. If the ball is put into play, the base runner may continue to advance. If more than one base runner is in motion and one runner has left early, all runners must return to their previously occupied base.
17. If a ball becomes lodged or stuck in or under protective mats on backstops, all runners may advance only 1 base. Regardless of whether there is a "steal attempt", it is still a 1 base advance only.
18. All players must play defensively at least 2 complete innings in every game. Any players entering the game as a defensive substitute must start the following game unless for disciplinary reasons (of which the coach will advise the official scorekeeper and home plate umpire prior to the start of the game accompanied by the player being disciplined). An automatic out will not be counted against the disciplined player.
19. COLLISION RULE: In the judgment of the umpire, if a runner does not attempt to slide and runs into a fielder deliberately, he will be called out.
20. A player may enter the game defensively anytime the ball is dead. Any starter may re-enter once and shall remain in the same position in the batting order. When the pitcher is removed from the mound, he may re-enter as a pitcher one time due to the re-entry rule.
21. No jewelry or metal spikes/cleats are allowed.
22. Players must play on the team to which they have been drafted.
23. No chewing tobacco, smoking or alcoholic beverages will be allowed on the playing field or in the dugout during practices and games.
24. Only one charged conference per inning is allowed. The second conference will result in the removal of the pitcher from that position for at least one batter. He may return as the pitcher one more time during that game.
25. There will be no throwing of any equipment in an unsportsmanlike manner during the game. The offending player or coach will automatically be ejected from that game.
26. A designated hitter or offensive substitute will not be allowed. A continuous batting order will be used.
27. The infield fly rule will be called
 - a. Infield fly rule is, when declared by the umpire, a fair fly (not including a line drive or an attempted bunt) that can be caught by an infielder with ordinary effort when runner are on first and second or all three bases are occupied and before there are two outs in the inning.
 - b. Any defensive player positioned in the infield at the time of the pitch shall be considered an infielder for the purposes of this rule.
 - c. The ball is live, the batter is out, which removes the force, but runners may advance at their own risk. The runners may tag up and advance as soon as the batted ball is touched by a fielder.
 - d. If a declared infield fly becomes foul, it is treated as a foul ball, not an infield fly.
28. Dropped third strike - a batter may attempt to advance to first base on an uncaught third strike.
29. The pitcher has one (1) minute or five (5) warm up pitches between innings.
30. Coaches are asked to 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 was made.
31. In the event of an injury, the last previous batter who made an out may pinch-run for the injured player. If the injured player is not able to return to the game before his next turn at bat, his name in the scorebook will be lined out and his position in the batting order skipped with no automatic out being applied.
32. League standings will be kept.
33. A player or coach who is bleeding or has an open wound shall be prohibited from further participation in the game until appropriate treatment has been administered. If medical care or treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The length of time to be considered reasonable is umpire judgment. If the individual does leave the game, the re-entry rule will apply. If there is an excessive amount of blood on the uniform, the individual must change before they can participate again.
34. Bases will be 70 feet apart.
35. Catchers can have a pitch runner.
36. Tie breaker rules: the international tiebreaker rules will apply with the last player to record an out will start on 2nd base.

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.