



# The 2010 **Big 4 Baseball League** Rules of the Game

## National Federation of State High School Associations

The Laws of the Game, as periodically amended and updated by the N.F.S.H.S.A., shall control all Big 4 Baseball League games except as superseded by these rules. Information about N.F.S.H.S.A. can be found at [www.nfhs.org](http://www.nfhs.org)  
The Big 4 Baseball League is governed by rules designed to meet the following goals:

1. All players will be given the opportunity to play in each game.
2. Sportsmanship will be promoted at all times.
3. Player's health and safety shall be promoted at all times.

## GENERAL INFORMATION

Communities	Contacts	General Info
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## PLAYING FIELD

<u>Age Division</u>	<u>Baselines</u>	<u>Pitching Distance</u>	<u>Use A Pitching Mound</u>
9 and 10 yr. olds	60 ft.	46 ft.	No
11 and 12 yr. olds	70 ft.	50 ft.	Yes
13 and 14 yr. olds	80 ft.	54 ft.	Yes

## EQUIPMENT

1. In the Big 4 Baseball League, any glove is permitted at any position.
2. Only rubber soled cleats or tennis shoes may be worn by players participating in the 9 – 12 yr. old divisions. Metal spikes are allowed in the 13 & 14 yr. old division.
3. Only aluminum bats will be allowed. Big barrel bats are legal in this league. No softball bats.
4. In the interest of safety, the following equipment rules shall be enforced:
  - a. A protective NOCSAE-approved batting helmet covering the ears must be worn by any player who is on deck, at bat or coaching a base.
  - b. **Chin Straps on the batting helmets are recommended.**
  - c. Exposed jewelry such as earrings of any kind, wrist watches, bracelets, neck chains, rings, and nose jewelry cannot be worn during the game.
  - d. Catcher's helmets with throat protectors or hockey masks are mandatory.
5. Shirts must be worn inside trousers, if possible.
6. During games, all equipment not in use must be kept behind the backstop.

## COACHES

1. Coaches are strongly encouraged to arrange and conduct a meeting with the parents of their players during the first week of practice.
2. Smoking and chewing of tobacco are prohibited in the dugouts and on the field. Coaches who choose to smoke or chew must leave the diamond premises.
3. Alcohol is not allowed in any of the participating recreation complexes.

## UMPIRES

In general, the league will furnish two (2) umpires for all Big 4 games. (If no umpire is available, or if the umpire is unable to continue the game, a neutral umpire may be appointed by mutual consent of the coaches. Please contact the community representative if this occurs.) The umpire's jurisdiction begins the moment they enter the diamond and extends after the game until they leave the diamond. This includes periods of time where play has been temporarily suspended or when the ball is out of play. During the game, umpires should address all concerns with a coach and not a player.

The umpire has the discretionary power to stop a game for any infringement of the rules and to suspend or terminate a game by reason of weather, condition of the field, interference by spectators or for any other cause, which he may deem necessary.

The umpire may warn or caution a player or coach for misconduct or unsportsmanlike behavior; and if it persists, suspend him/her from further participation on the game. If the misconduct or unsportsmanlike behavior persists after a warning or caution has been given, the umpire can eject the player or coach from the game. If a player or coach is ejected from a game, they can no longer play or coach in that game, must leave the recreation complex and will incur a one minimum (1) game suspension from the league.

The umpire is also responsible for:

- Keeping the official game time
- Determining illegal equipment
- Determining runs scored

## PLAYER, COACH, & SPECTATOR CONDUCT

1. Coaches are responsible for their players, coaches, and spectators.
2. Poor sportsmanship (such as intentional throwing of bat, glove, cap, etc.) by a player and/or coach will not be tolerated.
3. Unsportsmanlike behavior may result in penalties being imposed upon the offending individual, including coaches, participants, or spectators. Penalties may include banishment from further participation in league activities. Penalties will be decided by a committee made up of the participating communities.

## WARNINGS, CAUTIONS, & EJECTIONS

### Warning

A warning may be given by the umpire or field supervisor at any time; this, in general, informs the player, coach, or spectator that his/her play or action on or off the field is of concern to the umpire/field supervisor. A warning need not be given by the umpire/field supervisor before a caution or ejection.

### Caution

The player, coach, or spectator is being notified that his/her playing or action is unacceptable. A player, coach, or spectator is to receive a caution for the following actions:

- Continually violating the rules of the game (especially after a warning).
- For acting in an unsportsmanlike manner.
- Dissenting with a decision of the umpire or field supervisor.

### Ejection

A player who is ejected must immediately leave the recreation complex and may not play the remainder of the game. The player will also receive a minimum one (1) game suspension from the Big 4 League. An ejection is given to a player for the following reasons:

- Committing a second cautioned offense.
- Persisting in misconduct.
- Using foul or abusive language.
- Exhibiting violent conduct or committing any foul in a violent manner.

The coach is responsible for the actions of the suspended player and must make sure that a suspended player does not become a disruptive influence.

A coach or spectator may receive a caution or ejection for the following:

- Dissenting with the umpire, scorekeeper, or field supervisor.
- Coming onto the diamond without permission and/or not leaving the diamond when requested to do so.
- Using foul or abusive language.
- Unsportsmanlike conduct.
- Not controlling the actions of his/her players, fans, or parents.

A coach or spectator who is ejected must immediately leave the recreation complex for the remainder of the game, and will also receive a one (1) game suspension from attending/coaching their team's next game from the league.

Appeals to the game suspension can be made through the local community sports supervisor as a representative of the Big 4 Baseball League. These appeals can be made starting the next business day after the infraction.

## Protests

1. Only rule interpretations may be protested.
2. Any alleged rules infraction must go directly to the umpire before play is resumed.
3. \$75 fee in cash must be paid to the umpire at the time of the protest.
4. The umpire will immediately notify the other team's coach of the protest.

5. The coach making the protest will then submit in writing what is being protested. Notification and time/date is written the official scorebook by the umpire.
6. The umpire notifies his/her director and the director will notify the League President.
7. The coach making the protest will then write down what is being protested and submit that to the League President, 24 hours following the start of the game.
8. The League President will contact the protest committee.
9. The decision of the protest committee will be final.
10. Committee members from the communities involved in the protest may not vote.

Protests occurring in tournament play will be handled the same way as in league play, except the umpire will notify the tournament director. The tournament director will decide the outcome. The decision of the tournament director is final.

## THE GAME

<u>Age Division</u>	<u>Games</u>	<u>Game Limit</u>
9 and 10 yr. olds	12 games	1hr. 30min. or 6 innings
11 and 12 yr. olds	12 games	1hr. 45min. or 6 innings
13 and 14 yr. olds	12 games	1hr. 45min. or 6 innings

1. The time limit starts when the umpire says "play ball."
2. An inning starts immediately after the last out is recorded of the previous inning.
3. No innings will start after the game time limit. Time will be determined by the home plate umpire.
4. The last time that you may start a new inning for the 9-10 yr. old divisions is 1hr. 29min. 59sec. and for 11-12 yr. old division is 1hr. 44min. 59sec.
5. Teams will be allowed to use the field for the allotted amount of time. Any team 10 minutes late or more forfeits the game. The amount of time that a team is late will be subtracted from the time limit if it is less than 10 minutes.
6. **The 1<sup>st</sup> game of regular season play will start at 6:15pm. If games are to be made up and/or during tournament play game start times can and will change.**
7. **In regular season and tournament play, teams may start with a minimum of 7 players. If during the game, a team drops down below 7, the game will be considered a forfeit. Only players on the specific team's roster may participate. No borrowing of players is allowed.**

## BATTING

1. For ALL age divisions (9&10, 11&12, 13&14) - Everyone on the team roster will be in the batting order. Participants that show up late for the start of the game will be added to the end of the batting order.
2. There will be a six (6) run limit per inning in all age divisions.
3. The game will be called when a team is ahead by the following runs: 13 runs at the bottom of the 4<sup>th</sup> inning, and 7 runs at the bottom of the 5<sup>th</sup> inning.
4. In league play, when a team is mathematically eliminated, it is up to the two coaches whether to continue playing either to the time limit or inning limit. **Whichever comes first.**
5. After hitting the ball or in attempting to do so, the batter will not be allowed to throw or toss the bat, intentionally or unintentionally, in any manner. A player who throws their bat will be out. The ball will be dead. All baserunners will return to the base last touched at the time of the pitch. The decision as to whether the bat is thrown or not will be made by the umpires as a judgment call.

## BASERUNNING

<u>Age Division</u>	<u>Lead Offs</u>	<u>Stealing</u>	<u>Dropped 3<sup>rd</sup> Strike</u>	<u>Infield Fly Rule</u>
9 and 10 yr. olds	No	Only after ball crosses home plate or is hit by the batter	Can not run	No
11 and 12 yr. olds	Yes	Yes	Can run *	Yes
13 and 14 yr. olds	Yes	Yes	Can run *	Yes

\* Dropped 3<sup>rd</sup> Strike – Batter can only run if 1<sup>st</sup> base is unoccupied when the pitch is made, *or* when there are 2 outs.

1. In the 9 and 10 yr. old division, if a base runner leaves early, the first infraction will result in a warning to the coach and team and the second and following infractions will result in the base runner being called out.

The following rules shall govern the “crash rule”, i.e.: the situation involving contact between fielders and baserunners at any base including home.

- a. The runner is called out if he/she does not slide and causes illegal contact and/or illegally alters the actions of the fielder in the immediate act of making a play on him/her. Runners are never required to slide but, if the runner elects to slide, the slide shall be legal.
- b. The runner is called out if he/she remains on her feet and maliciously crashes into a defensive player. Malicious contact supersedes obstruction.
- c. PENALTIES:
  - 1) If a baserunner makes contact with a fielder in clear possession of the ball other than in an attempt to slide, an immediate dead ball will be called. The baserunner will be called out. If the baserunner deliberately contacts the fielder with great force, the baserunner is subject to ejection in addition to being called out. All other baserunners are returned to the last base touched at the time of the dead ball.
  - 2) If a fielder is blocking the baseline and does not have clear possession of the ball, any contact (other than deliberate contact by either player) shall be ruled obstruction; and bases shall be granted accordingly.
- d. When the fielder, baserunner, and ball arrive simultaneously at a base, umpires will rule on any illegal or unnecessary contact that may occur. In any case, no player may initiate deliberate contact without being subject to penalties.

## PITCHING AND FIELDING

1. **Teams in the 9&10 yr. old division can field up to 10 players.**
2. **Teams in the 11&12 yr. old and 13&14 yr. old divisions can field up to 9 players.**
3. Pitchers may pitch up to 6 innings per week at ages 9-14. Monday through Sunday will constitute the week for pitching purposes.
4. League Play: In case of three games in one week due to a rain out or a scheduled game, refer to the “Tournament Play” rule (#6) below.
5. League Play: If a pitcher throws more than three (3) innings in a day, then they must be rested one (1) calendar day before pitching again.
6. **Tournament Play: Pitchers at ages 9-14 may pitch 6 innings every two days. Pitchers may not throw more than 6 innings consecutively in any two (2) day span. *Examples: A pitcher may pitch 6 innings the first day, 0 innings the second day, then 6 innings again the third day. Or a pitcher may pitch 2 innings the first day, 4 the second, 2 the third, and 4 in the fourth. (For further clarification, please contact the field/tournament supervisor or a member of the Big 4 League board.) Breaking the pitching rule will result in a forfeit.***
7. One (1) pitch constitutes an inning pitched.
8. Coaches are allowed one (1) trip to the mound per inning. On a second trip, the pitcher must be replaced.
9. 9&10 yr. old division: Balks will earn a warning, and there will be no advancement of the base runner(s).
10. 11&12 yr. old division: The first balk per team per game will receive a warning to the player and coach. After that, all balks will result in the advancement of the runners in accordance with NFHS rules.

## GENERAL

1. NFHS Rules are in order when situations are not covered in these printed rules.
2. League Play: League play will begin **May 10<sup>th</sup>**. (Teams will play in town games if needed before school is out.) Games will be played primarily on Tuesdays and Thursdays. Make up games will be rescheduled as soon as possible by the league. Games are rescheduled by the host towns Big 4 Baseball representative and games are rescheduled according to field availability.
3. Every Head Coach must carry a verified roster with him/her at all times. Failure to produce a verified roster shall result in the player's removal from the game.
4. Substitutions: Each child should have equal playing time. Substitutions must be made by the top of the 3<sup>rd</sup> inning. If a team violates the substitution rule, at the time of the violation, all players that have not entered the game must be inserted into the game. Since everyone on the roster is in the batting order, there is open substitution.
5. **End of Season Tournament: There will be an end of season tournament held for each age division. A single elimination format will be used plus include a 3<sup>rd</sup> place game.**
6. Big 4 Baseball League Tournaments will be held on the following dates: **June 23-27, 2010.**
7. Home teams must provide one (1) new game ball & one (1) slightly used for each league game.
8. The home team will provide the official scorekeeper.
9. The teams must keep track of innings pitched for each player in the team's official scorebook. Coaches need to make sure to get the signature of their opposing team's coach to verify the score and innings pitched in the scorebook.
10. Players, coaches, and/or spectators cannot use sayings, yells, and/or chattering on the field of play, from the dugouts, or bleachers that is directed to a specific player/position (ex. Batter, batter swing), or such sayings to or about the pitchers. Sayings, yells or chattering will be defined as two or more people singing or chanting in unison. Each team will be given one warning. Any further violation will result in the offending team forfeiting.
11. The Field Supervisor will determine the readiness of the field for play of all ball games.
12. The Complete Game: For the 9-14 yr. old division, games are complete at 3 innings or 2 ½ innings if the home team is ahead. If the game is not completed as stated in the above specifications, the entire game will be played for the make-up. **A game is also considered complete if at least one half of the allotted time limit is completed.**
13. If lightning is present, all games will stop immediately. The games can be restarted after a minimum of a 20 minute delay if the conditions are deemed safe by the Field Supervisor.
14. The Field Supervisor/Head Umpire will have power to rule on all infractions.

# Ball Park Directions

<p><b>Baldwin 66006</b></p>	<p><b>Baldwin Intermediate School (Baseball/Softball) (100 Bullpup Drive) – ¼ mile west on 56 Hwy from 56 Hwy and County Road 1055 intersection. Fields on the south side.</b></p>
<p><b>De Soto 66018</b></p>	<p><b>Miller Park (Baseball/Softball/Soccer) (8205 Ferry Rd) –</b> Heading West on K-10, exit on Kill Creek Rd., head north, turn left or West on 83<sup>rd</sup>, make a quick right then left (still 83<sup>rd</sup>) at the “T” in the road then turn Right on Ferry. Heading East, Exit on Lexington Ave. Turn North or Left on Lexington then turn North or Left on Ottawa then East or Right on 83<sup>rd</sup> then North or Left on Ferry.</p> <p><b>Sunflower (Baseball/Softball) (36500 W. 103<sup>rd</sup>) –</b> Heading West on K-10 exit on Edgerton Rd. then turn South or Left on Edgerton then at the “T” in the road turn Right on 103<sup>rd</sup> and ball fields will be on the Left. Heading East on K-10 exit on Evening Star Rd. and turn South or Right on Evening Star then turn East or Left on 103<sup>rd</sup> St. and the ball fields will be one-half mile on the Right.</p>
<p><b>Eudora 66025</b></p>	<p><b>West Ball Fields (Baseball/Softball/Soccer) (1338 W. 12<sup>th</sup>) –</b> K-10 exit on Church St. and go North to 12<sup>th</sup> St. then take a left and go West for about a mile.</p> <p><b>Youth Field/Community Aquatic Center (Baseball/Softball/Basketball) (1638 Elm)–</b> K-10 exit on Church St. and go North to 14<sup>th</sup> St. or first stop sign then take a Left or West for a block and at the stop sign turn Left or South and go for a quarter mile to the ball fields and community center.</p>
<p><b>Gardner 66030</b></p>	<p><b>Westside Park (Baseball/Softball) (321 Bedford) -</b> From US-56 W. come into Gardner and turn right onto Warren, then an immediate right on Bedford. Take until it dead ends into the complex parking lot.</p> <p><b>OR</b></p> <p>From US-56 E. come all of the way through Gardner and turn left on Warren, then an immediate right onto Bedford. Take until it dead ends into the complex parking lot.</p> <p><b>Celebration Park (Baseball/Softball) (32701 W. 159<sup>th</sup>) -</b> From US 56- Turn North on Center St and continue to 159<sup>th</sup> st. Turn left on 159<sup>th</sup> and continue west, the park is on the corner of 159<sup>th</sup> and Kill Creek Road</p>
<p><b>Spring Hill 66083</b></p>	<p><b>Main Complex (Baseball/Softball) (900 N. Washington)-</b> Highway 169 to 199<sup>th</sup> then go East this turns into Webster St. then go to North St. and go West on North St. and ball fields will be behind the Sonic.</p> <p><b>Intermediate School Field (Baseball/Softball) (300 E. South St.)-</b> South on Webster to South St. (215<sup>th</sup> St). Turn left. Fields are on your left just past the School.</p>
<p><b>Wellsville 66092</b></p>	<p><b>Saddle Club Park (Baseball/Softball) (320 Pendleton)–</b> on the corner of 10<sup>th</sup> St and Highway. 33 at the South end of town.</p>