



YOUTH BASEBALL RULES

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TABLE OF CONTENTS

General Rules

- a. Registration
- b. Practices
- c. Inclement Weather
- d. Assigned Players

1. Field of Play

- a. Field Dimensions

2. The Ball

- a. Ball Dimensions

3. Teams

- a. Limit
- b. Minimum

4. Games and Tournament

- a. Game Time
- b. Game Days
- c. Game Length
- d. Official Game
- e. Run Rule
- f. Home Team
- g. Tournament

5. Player Equipment

- a. Equipment
- b. Shoes
- c. Athletic Cup
- d. Helmets

6. Coaches

- a. Limit
- b. Background Check and Certification
- c. During Game
- d. Defensive Coach
- e. Line-Up Card
- f. Rule Clarification

7. Batting

- a. T Ball Batters
- b. Rookie Batters
- c. Bat Throwing
- d. Batting Out of Order
- e. Bunting
- f. Courtesy/Pinch Runners
- g. Dropped Third Strike
- h. Hit by Pitch

8. Base Running

- a. Stealing
- b. Overthrows
- c. Malicious Contact

9. Pitching

- a. Pitching Delivery
- b. Pitching Substitution
- c. In-Between Innings
- d. Pitching Limitations
- e. Balks
- f. Walks

10. Other Rules

- a. Injured Player
- b. Infield Fly Rule
- c. Defensive Alignment
- d. Time
- e. Other Rules

11. Conduct and League Awards

- a. Code of Conduct
- b. League Awards
- c. Facilities

GREAT BEND RECREATION COMMISSION

YOUTH BASEBALL RULES

Games will be played by the Kansas State High School Activities Association (KSHSAA) official rules with the following emphasis and exceptions:

GENERAL RULES

- a. Registration:** We have three ways to register: On the internet at greatbendrec.com, at the Great Bend Recreation Commission at 1214 Stone St. or call 620-793-3755.
- b. Practices:** Once teams have been formed, a team may meet no more than three times a week and for no longer than an hour and a half per meeting (including games.) Teams may accumulate no more than 4.5 hours of meeting time in a week.
- c. Inclement Weather:** For postponements due to inclement weather, call the Rainout Line at 620-792-3214 after 4:00 p.m., log on to www.greatbendrec.com or look for us on Facebook. Make-up games will be scheduled as soon as possible through notification of the team managers. Games could include playing another day of the week and not necessarily on the regular game day.
- d. Assigned Players:** Once a team is established, each player assigned will remain on that team. No player may switch teams under any circumstances except when approved by the Assistant Sports Director/Sports Director.

1. THE FIELD OF PLAY

- a. Field Dimensions:**
 - 1. **T Ball, Rookie, Midget:** Base length will be 60 feet.
 - 2. **Mickey Mantle:** Base lengths will be 70 feet.
 - 3. **Ralph Terry:** The base lengths will be 80 feet.
- b. Pitching Dimensions:**
 - 1. **T Ball:** There is no pitching in T Ball.
 - 2. **Rookie:** The pitching machine distance will be 35 feet.
 - 3. **Midget:** The pitching distance will be 40 feet.
 - 4. **Mickey Mantle:** The pitching distance will be 46 feet.
 - 5. **Ralph Terry:** The pitching distance will be 55 feet.

2. THE BALL

- a. Ball Dimensions:**
 - 1. **T Ball:** This league will use a Reduced Injury Factor (RIF) # 1 baseball
 - 2. **Rookie:** This league will use a Reduced Injury Factor (RIF) # 5 baseball
 - 3. **Midget:** This league will use the Reduced Injury Factor (RIF) #10 baseball.
 - 4. **Mickey Mantle and Ralph Terry:** This league will use a little league approved baseball.

3. TEAMS

- a. Limit:** Nine (9) players are used in the field.
- b. Minimum:** Each team must field seven (7) players at game time or forfeit. No automatic outs are recorded.

4. GAMES AND TOURNAMENT

- a. Game Time:** All warm-ups must be completed by game time. Game time is forfeit time.
- b. Game Days:** Each team will play an 8-game season. Games will be played on weekday evenings in accordance to the game schedule.
- c. Game Length:**
 - 1. **T Ball:** Games will be five (5) innings in length (4 ½ if home team is leading). The umpire will announce last inning after 1 hour from the time the game begins.
 - 2. **Rookie:** Games will be five (5) innings in length (4 ½ if home team is leading). The umpire will announce last inning after 1 hour and 15 minutes from the time the game begins.
 - 3. **Midget:** Games will be five (5) innings in length (4 ½ if home team is leading). The umpire will announce last inning after **1 hour and 15 minutes** from the time the game begins.

4. **Mickey Mantle:** Games will be six (6) innings in length (5 1/2 if the home team is leading). The umpire will announce last inning after **1 hour and 15 minutes** from the time the game begins.
5. **Ralph Terry:** Games will be seven (7) innings in length (6 1/2 if home team is leading). The umpire will announce last inning after **1 hour and 15 minutes** from the time the game begins.
- d. **Official Game:** A game will be considered official after 3 innings (2 1/2 if home team is leading) if called because of time limit, inclement weather or other reasons. Regular season games can end in a tie.
- e. **Run Rule:** Five (5) run-rule or 3 outs, whichever occurs first per inning. 15 run-rule after 3 innings (2 ½ if home team is leading); 10 run-rule after 4 innings (4 1/2 if home team is leading).
- f. **Home Team:** The second team listed on the schedule will be the home team who occupies the third base dugout.
- g. **Tournament:** League play will conclude with a post season league tournament for the Midget, Mickey Mantle and Ralph Terry leagues. No team will be allowed to play 3 games in one day, no exceptions. If this scenario happens, then the 3rd game will be played another day and the tournament will be extended. Tournament games could be as follows: During the week on normally scheduled days or a 2-day weekend tournament. Both league and tournament play will be completed by July 31st. There will be extra innings if a tie occurs.

5. PLAYER EQUIPMENT

- a. **Equipment:** Players will not wear jewelry, watches, or anything that might be dangerous to another player. (Exception: medical alert bracelets). Metal medical alert bracelets must be taped.
- b. **Shoes:** No steel cleats are allowed in any GBRC sponsored Baseball/Softball program. Rubber molded cleats are encouraged.
- c. **Athletic cup:** All boys are strongly encouraged to wear an athletic cup. The catcher must wear a helmet, mask (with throat protector), body protector, shin guards and an athletic cup.
- d. **Helmets:** Batters, on deck batters, base runners and bat boys/girls are required to wear their helmets properly at all times (PENALTY: The offending team will receive one warning. A subsequent violation of the rule shall result in an out being called on the offender.)

6. COACHES

- a. **Limit:** Each team will be allowed one head coach and two assistants per team.
- b. **Background Check and Certification:** All coaches must pass a back-ground check and the head coach must complete NYSCA certification.
- c. **During Game:** 1st and 3rd base coaches are allowed in their coaching boxes on offense in all leagues. Coaches are to verbally instruct only and not allowed to touch the players during a live ball. Abuse of this position by a base coach will result in the offensive player being called out.
- d. **Defensive Coach:** Defensive coaches may be on the field to verbally assist the defensive players. Abuse of this position will result in the loss of a defensive coach on the field and runners could be advanced depending on the situation.
 1. **T Ball and Rookie:** No more than three (3) coaches will be allowed on the field.
 2. **Midget:** One defensive coach will be allowed on the field to verbally assist players during all practice games.
 3. **Mickey Mantle and Ralph Terry:** No defensive coaches allowed.
- e. **Line-up Card:** Coaches will be required to turn in a line-up card that includes the player's first and last name and shirt number no later than ten (10) minutes before game time. Scorekeepers should not accept a lineup card without this information. All players will be entered into the team's batting line-up and will bat each time it is their turn. All players will play two (2) innings in the field and start defensively every other game. No automatic outs will be recorded.
- f. **Rule Clarification:** Only the head coach may ask the umpire questions about rule clarification and interpretations. Assistant coaches and players may not question calls.

7. BATTING

- a. **T Ball Batters:** Batters will be given a maximum of five (5) swings to hit a ball into fair territory. If after the fifth swing the batter has not hit into fair territory, the batter will be declared out.
- b. **Rookie Batters:** Batters will be given a maximum of five (5) pitches to hit a ball into fair territory. If after the fifth pitch or third swing the batter has not hit into fair territory, the batter will be declared out. Batters hit by a pitch will not be awarded first base. A hit by pitch will not go toward the five pitches. A batted ball striking the pitching machine/operator is a dead ball single with the batter and any base runners advancing one base only.
- c. **Bat Throwing:** The batter is responsible for the bat. Any batter throwing or releasing the bat which endangers players, coaches or staff will be called out with no runners advancing.
- d. **Batting Out of Order:** Anytime the scorekeeper becomes aware of a player that batted out of order, the scorekeeper must bring the violation to the umpire's attention. If the error is discovered while the incorrect batter is at bat, the correct batter may legally take his place and assume any balls or strikes.
- e. **Bunting:**
 1. **T Ball and Rookie:** Bunting is not allowed; batters must attempt a full swing.
 2. **Midget:** Bunting is allowed. Squeeze plays are not allowed.

3. **Mickey Mantle and Ralph Terry:** Bunting is allowed. Squeeze plays are allowed in this league. With a runner on third, teams will be allowed to send a runner home when the batter is bunting or showing the attempt to bunt also on a wild pitch or passed ball. Penalty: The runner will be called out and the coach will be immediately ejected with the probability of suspension if a batter swings at a pitch near a runner. Safety of the players is the concern.

f. **Courtesy/Pinch Runners:** Courtesy/Pinch runners are not allowed, except in the case of an injury.

g. **Dropped Third Strike:** Batters and runners may not advance on a dropped third strike. An automatic out will be recorded.

h. **Hit by Pitch Midget, Mickey Mantle and Ralph Terry leagues:** If the batter is hit by a pitch, before/or after the ball touches the ground, the batter is awarded first base. It is still a wild pitch even though it touched the ground.

8. BASE RUNNING

a. Stealing

1. **T Ball and Rookie:** Base runners may not steal or leave the base until the ball is hit.

2. **Midget:** Base stealing is allowed, however, the base runners may not leave base until the pitched ball passes the plate with the liability to be put out by the catcher. Umpires will warn each team only once per game. After the warning is issued, any base runner who leaves too soon will be called out by the umpire. Base runners may advance on passed balls by the catcher and steal second and third base, but not home. A throw must be made on the third base runner in order for him to advance home.

3. **Mickey Mantle and Ralph Terry:** Base stealing is allowed. Base runners are allowed to lead off the base and steal second, third and home with the liability to be put out by the catcher. Runners may advance on passed balls by the catcher. The batter may not interfere with the runner advancing from third to home; he must step out of the batter's box. PENALTY: The batter will be out; runner will be sent back to third.

b. Overthrows:

1. **T Ball:** A runner may advance as many bases as he can get on an overthrow if the ball remains in play. If the ball goes into dead ball territory, the base runner may take the base he was advancing to plus one additional base.

2. **Rookie and Midget leagues:** A runner may advance as many bases as he can get on an overthrow if the ball remains in play.

Runners may not advance on an overthrow from the catcher to the pitcher. If the ball goes into dead ball territory, the base runner may take the base he was advancing to plus one additional base.

3. **Mickey Mantle and Ralph Terry leagues:** A base runner may advance as many bases as he can get on an overthrow that remains in play. Runners may advance on an overthrow from the catcher to the pitcher. If the ball goes into dead ball territory, the base runner may take the base he was advancing to plus one additional base.

c. **Malicious Contact:** If in the umpires judgment, a runner may not make malicious contact with a fielder, whether the fielder is in or out of the base path, or whether he has or doesn't have the ball. **Penalty:** Interference, the ball is dead, the runner is out, and other runners return to the base occupied at the time of the interference. If in the umpire's judgment, the interference prevented a double play, the umpire will award the second out.

9. PITCHING

a. Pitching Delivery:

1. **T Ball:** A batting tee will be utilized to hit the ball.

2. **Rookie:** A pitching machine will be utilized to throw strikes to the batter. The speed will remain the same for both teams and the coach will use the pitching machine to pitch the balls.

3. **Midget:** A pitcher is prohibited from throwing a curve ball in this league.

4. **Mickey Mantle and Ralph Terry:** A pitcher may throw any form of pitches.

b. **Pitching Substitution:** Members of the coaching staff can make one mound visit per pitcher per inning without needing to remove the pitcher from the game. If the same pitcher is visited twice in one inning, the pitcher must be removed from the game. A pitcher can return as a pitcher anytime in the remainder of the game.

c. **In-between Innings:** Midget, Mickey Mantle and Ralph Terry leagues, at the beginning of each half inning, not more than one (1) minute may be used to deliver not more than (5) warm-up pitches or seven (7) for a new pitcher, when teams are hustling. Excessive pitches or time will result in a ball being awarded to the batter. In the event the catcher made the last out or is stranded on base, a coach or player is encouraged to warm-up the pitcher to follow the one (1) minute guideline.

d. **Pitching Limitations: Regular Season and Post-season Tournament:** Example: Game 1, the pitcher pitches 2 innings. Game 2, the pitcher has (5, 6 or 7) minus 2 innings from game 1. Game 3 the pitcher has (5, 6 or 7) minus innings pitched in game 2. Rain out games are not exceptions. One (1) pitch constitutes a total inning pitched.

1. **Midget:** a pitcher may pitch five (5) innings in any two consecutive games.

2. **Mickey Mantle:** a pitcher may pitch six (6) innings in any two consecutive games.

3. **Ralph Terry:** a pitcher may pitch six (7) innings in any two consecutive games.

e. **Balks: Mickey Mantle and Ralph Terry leagues:** In case of a balk, each pitcher will be given one (1) warning. If another balk occurs, each runner will advance one base.

f. Walks:

1. **T Ball and Rookie leagues:** Walks will not be issued.

2. **Midget, Mickey Mantle and Ralph Terry leagues:** Intentional walks cannot be declared. The pitcher must throw four (4) pitches beyond the strike zone for a walk to be awarded.

10. OTHER RULES

- a. Injured Player:** Any player who becomes ill or is injured and will not return to the line-up for the remainder of the game, will be skipped in the line-up with no automatic outs being recorded. If the player wishes to return to the game on defense only, an automatic out must be issued each time his turn at bat occurs.
- b. Infield Fly Rule:** The infield fly rule is not in effect.
- c. Defensive Alignment:** Infielders must take regular positions on the infield and outfielders must be in the grass until the ball is hit.
1. **T Ball:** Any extra defensive players may be placed in the outfield and positioned in the grass.
 2. **Rookie:** There will be 4 outfielders for a total of 10 defensive players.
- d. "Time":** "Time" is to be called when the ball is in possession of a defensive player in the infield area and no play is being made on a runner with runners not advancing.
1. **Rookie League:** Defensive players must stop play before the ball goes back to the pitching coach. This is done by asking for "Time". This is a judgment call and the intent of the rule is to not allow stealing. Once "Time" has been called, the ball is to be thrown to the defensive pitcher. The defensive pitcher will then hand the ball to the coach. The defensive pitcher may position themselves anywhere inside the 8-foot radius pitching circle that is not closer to home than the pitching rubber. If a player throws the ball back to the pitching coach before "Time" is called, the pitching coach will allow the ball to drop and base runners may advance until play is stopped and "Time" is called.
- e. Other Rules:** All other rules will be followed by the KSHSAA Baseball Rule Book.

11. CONDUCT & LEAGUE AWARDS

- a. Code of Conduct:** Players, Coaches and Spectators in the GBRC programs are expected to conduct themselves in a sportsmanlike manner. Unsportsmanlike behavior directed toward other players, teams, officials, coaches and fans will not be tolerated. This includes, but is not limited to, obscene gestures, cheating, hitting, disrespect to officials, or other behavior deemed inappropriate. If a player, coach or spectator is ejected from a game by an official or supervisor, then that person is automatically ejected from the next two scheduled GBRC games, and all practices occurring within this time period. A player may be warned; second warning results in automatic ejection. The Sports Supervisor/Assistant Sports Director will notify the players and coaches of the suspension.
- b. League Awards:**
1. First and second place medals will be awarded to players. The tie breaker procedure for teams in league award positions will be as follows:
 - a) Head to head competition.
 - b) If still tied, co-champions will be declared.
- c. Facilities:** GBRC facilities are smoke free, drug free, alcohol free and weapon free.