

# Nick "Buff" Maglio Brooklyn Kiwanis Baseball League

## Regulations and Guidelines

### Section 1: Rosters

1. A team must have a minimum of twelve (12) players on its roster.
  2. A team having fewer than twelve (12) players on its roster will be reviewed by the League.
  3. A team may have no more than twenty (20) players on its roster at any time (see league for +4, -4 rule)
  4. Prior to the start of the season, the League will determine a date when roster additions can no longer be made. Prior to that date, a team may add up to four (4) players to its roster. **(For the 2016 season, this date is Friday, May 6<sup>th</sup> for the 7-8, 9-10 and 11-12 year old divisions, Friday, April 22<sup>nd</sup> for 13/14 Spring Grapefruit and Friday, June 30<sup>th</sup> for all other divisions.)**
  5. Should a team have twenty (20) players on its roster, no player can be added unless a player is first removed following the +4, -4 rule...see league for details.
  6. A coach must present to the League's roster administrator, a valid birth certificate for every player on or added to a team's roster.
  7. A player may play on a team in his age-appropriate division and on a team in the next division above his age-appropriate division, provided both teams are affiliated with the same organization and he is on each team's roster.
  8. At no time may a player play on a team in a division below his age-appropriate division.
  9. A coach has the right to challenge any player on another team's roster. This is not considered a protest. The umpire should be notified of the challenge, and the challenged player will be asked to sign the umpire's lineup card and provide the information about him that should be on his team's roster (date of birth, address, school, etc.). If necessary, his signature and the information he provides will be compared to his signature and the information on the team's roster. Should a team use a player not on its roster, they will forfeit any games that player has played in, and the team and its manager will be subject to review by the League.
10. PLAYOFF ELIGABILITY for 13-22 divisions requires a player to appear in 1 quarter or 25% of the games played. The league officials will check team's scorebooks if a particular player is in question. Penalty of a loss of playoff game(s) appeared in will be issued if this requirement is not met.

### Section 2: Regulation Game

1. No new inning can start after two hours has passed since the start time announced by the umpire (1:50 for ages 7-12). (Exception: See rule 12.01.)
2. With the exception of the 7-10 year-old division, all divisions play seven-inning games, should time permit. (Exception: In the 7-10 year-old divisions, six-inning games will be played, should time permit.)
3. Should an umpire call a game because of weather or darkness, such game is regulation if the losing team has had a least four (4) complete and equal turns at bat.
4. If a game is called, but not yet regulation, it will be suspended and continued, if necessary, at a date to be determined by the League.

### Section 3: Starting and Ending a Game

1. A team must have eight (8) players physically present in order to start a game. A team has fifteen (15) minutes from the scheduled start time to field eight (8) players. IF BOTH TEAMS ARE ON-TIME THEN THE GAME-TIME IS OFFICIAL START TIME... so don't delay.
2. A team that cannot field at least eight (8) players fifteen (15) minutes from the scheduled start time will forfeit the game, BUT the teams/ump(s) must stay to play a game. (Note: A team that forfeits two or more games will be subject to review by the League.)
3. A team will forfeit if it cannot field at least eight (8) players after starting the game with nine (9) or ten (10) players. (Note: A team that forfeits two or more games will be subject to review by the League.)
4. Unless notified by the League in advance that a game is cancelled, teams are required to be at the field, regardless of weather or field conditions. A team with fewer than nine (9) players in attendance after fifteen (15) minutes from the scheduled start time, shall forfeit the game regardless of field or weather conditions. If both teams have fewer than eight (8) players in attendance, a "double forfeit" will be declared. Umpires will only make a determination if a game can be played if both teams have eight (8) or more players in attendance.
5. Should a game be delayed for any period of time (up to fifteen minutes) beyond the scheduled start time because a team is waiting for a ninth player, and, at the two hour mark, the team that had enough players at game time to start the game is behind, the time lost will be added to two-hour time limit. (This rule is enforced in the 9-10 and 11-12 year-old divisions according to the time limit prescribed in those divisions.)
6. Should a game be delayed for any period of time (up to fifteen minutes) beyond the scheduled start time because a team is waiting for a 8th player, and, at the two hour mark, the team that did not have enough players at the scheduled game time is behind, the time lost will not be added to two-hour time limit. (This rule is enforced in the 9-10 and 11-12 year-old divisions according to the time limit of 1 hour and fifty minutes.)
7. ("Mercy Rule") The game shall end when the visiting team is behind ten (10) or more runs after three and a half (3½) innings or after the fourth inning if either team is ten (10) runs behind and both teams have had an equal number of times at bat, or, at the two hour mark, if either team is behind (10) or more runs, regardless of the inning. (This rule is enforced in the 7-12 year-old divisions with the two-hour mark being changed to the 1 hour and ifty minute.)

### Section 4: Uniforms

1. All players must be in uniform, wearing the same organizational hat, shirt, and pants.

2. Unless the League is notified in advance, players out of uniform cannot play.
3. Since rosters fluctuate and uniform orders are often delayed, the League will impose a grace period at the beginning of the season during which time players can play out of uniform. Once the grace period expires, the above rules apply. (For the 2016 season, this grace period expires on last day of April or the 9-10 and 11-12 year-old divisions, and Sunday, June 19<sup>th</sup> for all other divisions.)

#### **Section 5: Equipment**

1. Only wooden bats are to be used. Metal, bamboo, and composite bats are **not permitted**.
2. A coach may appeal the attempted use of an illegal bat at any point after the player steps into the batter's box and during a player's at bat, but a coach cannot appeal the use after a subsequent pitch or play.
3. No appeal needs to be made for an umpire to penalize a player for the use or attempted use of an illegal bat.
4. The first time a batter tries to use (enters the batter's box) or uses anything other than a regulation wooden bat:
  - a. No runner can advance because of such batter becoming a runner on a batted ball, award, or uncaught strike three. A runner who advances because of some other circumstance (e.g., a wild pitch) is not required to return.
  - b. Any outs acquired during action resulting from the use of a non-regulation bat will stand.
  - c. The batter is declared out, but he is not ejected.
  - d. The umpire will remove the bat from the game
5. If any player from a team that has already violated rule 5.04 uses, or attempts to use, an illegal bat, rules 5.04 a.-d. are enforced, and the player and his manager are ejected from the game.
6. If any player from a team that has already violated rules 5.04 and 5.05 uses, or attempts to use, an illegal bat, his team shall immediately forfeit the game.
7. If an umpire is in doubt as to whether a bat is illegal, only penalty 5.04 (d.) is applied.

#### **Section 6: Coaches**

1. Teams are allowed a maximum of four (4) coaches in the dugout.
2. One (1) coach must be keeping the scorebook.
3. At no time should the person keeping the scorebook be outside the playing field.
4. Each coach should wear team apparel: hat, shirt, jacket, jersey etc.
5. If no coaches present are dressed appropriately: then only one (1) coach is allowed in the dugout and players wearing helmets may coach first and/or third base. At no time should someone not wearing a team shirt, jacket, or jersey be coaching first or third base.

#### **Section 7: The Batting Order for 9-22 divisions:**

1. If either team has ten (10) or more players in attendance, **they may opt** to use a ten-player lineup with an extra hitter (EH).
2. **Both teams do not** have to agree to use the EH. It can be used by one team and not the other.
3. The EH can swap positions with any player in the field, including the pitcher, but the batting order remains unchanged. (See pitching regulations.)
4. If, for any reason, a team must remove players from the game and has no substitute players to replace the removed players, those players' spots in the batting order will become automatic outs. This rule is applicable to teams batting ten (10) or nine (9) players. (Note: See rule 3.04.)
5. There is NO reentry into the batting order.
6. There is NO courtesy runners are allowed for any players.

#### **Section 8: Pitching Regulations**

1. A second trip to the same pitcher in the same inning will cause this pitcher's automatic removal from the pitching position and can not return to pitch.
2. A third trip to the same pitcher in the same game will cause this pitcher's automatic removal from the pitching position and can not return to pitch.
3. Once a pitcher is moved from the pitching position to another position, provided he was not removed from the pitching position because of rule 8.01 or 8.02 or removed from the lineup, the pitcher can only be allowed to return to the pitching position once per game.

#### **Section 9: Safety Regulations**

1. Runners are never required to slide, but if a runner elects to slide, the slide must be legal.
2. At no point can a base runner make any violent contact with a fielder in an attempt to dislodge a ball. Penalty: The runner will automatically be called out and he may be ejected from the game.
3. Any runner is out when he does not legally slide and causes illegal contact, or, on a force play, does not slide in a direct line between the bases. A runner may slide away from the fielder to avoid contact. Penalty: On a force-play with fewer than two outs, the batter-runner is called out in addition

to the runner, and runners shall return to the bases occupied at the time of the pitch. With two outs, the runner is declared out and the batter-runner is credited with a fielder's choice.

4. While attempting to tag a base runner, a fielder cannot make violent or unnecessary contact with the base runner. Penalty: The runner will automatically be called safe, and the fielder may be ejected from the game. The determination of deliberate violent contact and the decision whether or not to eject the player will be at the sole discretion of the umpire(s).
5. A player may not fake a tag without the ball. In such a circumstance, the defensive player is guilty of obstruction. Also, at the end of playing action, the umpire shall enforce the penalty for obstruction and issue a warning to the coach of the team involved. The next offender on that team, including the player's manager, shall be ejected.
6. Players are not permitted to wear jewelry or any other adornments (other than medical alert bracelets and/or necklaces that are taped down). Should an umpire see a player wearing any jewelry or adornment, the umpire will ask the player to remove it. If the player does not, then he, along with his head coach, will be ejected.
7. Coaches and players should not use cellular phones or similar electronic devices in the dugout or on the playing field. Should the need arise to use any such device, the person must leave the field completely to use it.

#### **Section 10: Protests**

1. If a manager claims that an umpire has misapplied a rule, he can file a protest.
2. A manager may not protest an umpire's judgment.
3. A manager cannot protest an alleged misapplication of a rule after a subsequent pitch or play.
4. In order for a protest to be reviewed by the League, it must be submitted, in writing, to the League within 48 hours of the conclusion of the game. A fifty-dollar (\$50) fee must accompany all written protests.
5. Should the umpires involved in a protest also be members of the League's Board of Directors, those board members will abstain from voting on that protest.
6. Should a protest be accepted, the League will return the fifty-dollar (\$50) fee.
7. A protest can be denied for the following reasons:
  - a. The umpire's decision involved judgment.
  - b. The disputed rule application was correct.
  - c. The disputed rule application was incorrect, but did not significantly affect the protesting team's opportunity to win the game. The determination of whether the misapplication significantly affected the protesting team's chance to win the game is at the sole discretion of the board of directors. (In this case, the \$50 fee will still be returned.)

#### **Section 11: Ejections**

1. Any player or coach who is ejected from the game is required to leave the playing field completely and is not permitted to view the game from the stands.
2. Any player or coach who is ejected from the game will be required to serve a one-game suspension during his next scheduled game. Exceptions: **(a.)** Should a player be ejected during the first game of a doubleheader, the player will be allowed to participate in the next scheduled game if, and only if, his team will forfeit and his ejection was not a result of fighting, violence, or a threat of violence. If his ejection was a result of fighting, violence, or threat of violence, he will not be allowed to participate and his team may forfeit. **(b.)** Should a manager be ejected during the first game of a doubleheader, he will be allowed to participate in the next scheduled game if, and only if, he is the only coach in attendance and his ejection was not a result of fighting, violence, or a threat of violence. If his ejection was a result of fighting, violence, or threat of violence, he will not be allowed to participate and his team may forfeit.
3. The League reserves the right to determine if a player, manager, or coach ejected from a game warrants a suspension longer than the mandated one game.
4. Should the umpires involved in an ejection also be members of the League's Board of Directors, those board members will abstain from voting on any matter related to that player, manager, or coach.

#### **Section 12: 7-12 Year-Old Divisions Regulations (some more 7-8 division rules are below in next section).**

All of the above rules apply to the 7-12 Year-old divisions, with the following exceptions and additions:

In the 7-12 year-old divisions, no new inning can start after **one hour and fifty minutes** has passed since the start time announced by the umpire.

1. In the 9-10 year-old division, the bases will be 65 feet apart, and the pitcher's plate will be 46 feet from home plate.
2. In the 11-12 year-old division, the bases will be 70 feet apart, and the pitcher's plate will be 52 feet from home plate.
3. In the 9-10 year old-division, a pitcher can only pitch four (4) innings per game or per day and six (6) innings over the span of a three-game weekly series.
4. In the 11-12 year old-division, a pitcher can only pitch five (5) innings per game or per day and seven (7) innings over the span of a three-game weekly series.
5. One a player reaches his maximum amount of innings pitched for a game and/or day, he cannot pitch at all again for another 48 hours, no matter who the opponent is.

6. Concerning rules 12.04 and 12.05, once a pitcher takes his place on the pitching rubber during an inning, he is considered to have pitched in that inning, regardless of how many pitches he throws or number of batters he faces.
7. Coaches can/should initial or sign each other's scorebooks at the conclusion of each game, so there are no discrepancies regarding pitched innings..
8. Should there be a discrepancy as to how many innings a pitcher has pitched, the game should be played under protest. The pitcher will be allowed to continue pitching, and the protest will be reviewed by the League.
9. In the 7-12 year-old divisions, unlimited defensive substitution is allowed, meaning any combination of players in attendance can play defense, regardless of whether or not they are in the batting lineup or were removed from the starting lineup. However, rules 8.01, 8.02, 12.04, and 12.05 still apply regarding pitchers.
10. In the 7-12 year-old divisions, in order to be eligible for participation in the playoffs, a player must have appeared in **at least one-third of the total amount of games his team has played** during the regular season. (Note: When necessary, the League will monitor this situation by checking teams' scorebooks, so it is essential that teams keep accurate scorebooks.)
11. In the 9-10 year old-division, balks will be called. However, each pitcher will receive one warning per game before a balk penalty is enforced. Should a player who has already received a warning commit a balk in the same game, the penalty for a balk will be enforced according to the Official Rules of Major League Baseball. Please note the following circumstances that may arise during a balk warning:

If the batter does not reach first and/or and all other runners do not advance at least one base, the offensive coach has two options:

1. All runners return to their time-of-pitch base. Therefore, all runners, including the batter, who may have advanced, return to their time-of-pitch base; all runners who may have been put out, including the batter, return to their time-of-pitch base, and any pitch to the batter does not count.
2. All runners, including the batter, who may have advanced, stay at their advance base; all runners, including the batter, who may have been put out, remain out, and any pitch to the batter counts.

\*In both scenarios, a balk warning will still be issued, and should the same player commit a balk in the same game, the penalty for a balk will be enforced according to the Official Rules of Major League Baseball.

\*Should a coach fail to indicate his choice prior to the next pitch, the umpire will apply option 1.

\*If the batter reaches first and all other runners advance at least one base, the play proceeds without reference to the balk call, **there is no option:** However, a balk warning will still be issued, and should the same player commit a balk in the same game, the penalty for a balk will be enforced according to the Official Rules of Major League Baseball.

### **Section 13: 7-8 yaer old specific rules:**

**-60 foot bases and 42 foot pitchers mound**

**-6 innings per game or time limit of 1:50**

**-Pitchers can pitch 3 innings per game/day and then must rest 48 hours before they pitch again.**

**-5 run per inning mercy...which will be waived in playoffs and championship**

**-3 hit batters in an inning (4 in a game): pitcher must be removed (cannot pitch any more that game)**

**-NO infield fly, NO drop 3<sup>rd</sup> strike, NO leading or balks.**

**-Up to 10 players in the field (there must be 4 outfielders)**

**-STEALING: when the ball reaches the catcher: Advancing on a wild pitch is considered a SB**

**-3 per inning**

**-Simultaneous/double steals = 1 stolen base**

-Error on thrown/dropped ball on a SB attempt to 2nd does not count as another SB if advances to 3rd.

**Must earn home:** Hit,BB,HPB,TagUp. Cannot advance home on a SB attempt or error following SB attempt.

-**BUNTING:** is allowed, BUT no one can advance past 3rd base on a bunt or error following a bunt.

-**UNIVERSAL BATTING ORDER** is a choice of the teams. you must bat atleast 9, but have the option to bat 10(EH) or everyone.

Once you make your choice, you must keep it for the entire game. Both teams DO NOT have to agree on which they will choose.

-**PLAYER HURT, SICK or LEAVES THE GAME:** spot in the batting order will just be skipped and NO penalty will be enforced...\*In the last inning

and the playoffs, a penalty of an OUT will be enforced.

-**MERCY & GRACE PERIOD:** see above KIWANIS rules for these occurances.