



2010 Official Rule Book

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CHAPTER 1 - GENERAL PLAYING RULES

The following rules have been adopted by the Kirkwood Athletic Association for use during all ASSOCIATION and TOURNAMENT baseball games. In all other instances, outside of the rules set out in this rulebook, the **Official Rules of Major League Baseball (Major League Rules)** will apply. It is the manager's responsibility to know and follow both sets of rules. Unless otherwise noted in Part II, all rules in Part I apply to **ALL** divisions of play.

RULE 1 - STARTING TIME, STARTING GAMES AND TIME LIMITS

Sec. 1 - Every attempt should be made to start all games promptly as scheduled. If either team is unable to field at least eight (8) players by the end of a fifteen minute grace period, that team shall forfeit the game. If neither team is able to field at least (8) players by the end of the fifteen minute grace period, both teams shall forfeit that game.

Sec. 2 - Each team should complete pre-game warm-up and infield practice no later than five (5) minutes prior to the scheduled start of their game. If a team or teams has not completed infield by the specified time, and the game starts late, the umpire-in-chief shall start the game clock as if the game had started on time.

EXCEPTION: If the game is preceded by another game which is running late, the Umpire-In-Chief may allow five (5) minutes of infield for both teams prior to beginning the game.

Sec. 3 - The time, as ruled by the umpire-in-chief shall be the OFFICIAL TIME governing the game. Specific time limits for each division are outlined in **PART II - Special Division Rules**.

Sec. 4 – A new inning starts once the third out is recorded in the bottom of the previous inning. **Fielding a team slowly will not prevent the next inning from occurring.**

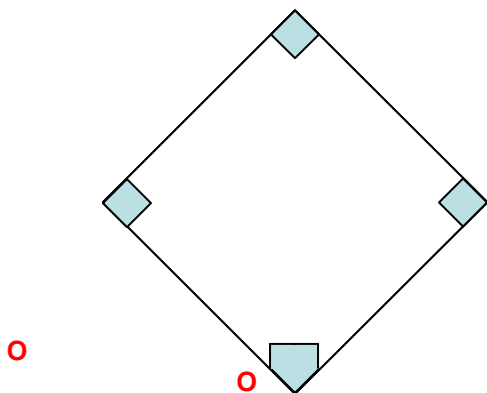
Sec. 5 - Prior to games starting, all teams are required to furnish the other team with a full line-up, which should include:

- Player's first name or initial
- Player's last name
- Uniform #

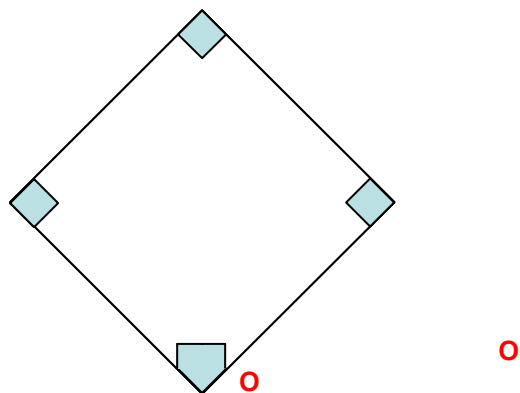
Failure to do so may result in league sanctions or game forfeiture

Sec. 6 - New to KAA as of 2008: On deck batters must warm up a safe distance away and behind the batter in the batter's box. (Juan Encarnacion Rule)

Warm-up with Right Handed Batter in Box



Warm-up with Left Handed Batter in Box



RULE 2 - COMPLETE GAMES AND PLAYER SUBSTITUTION

Sec. 1 - **REGULATION GAMES:** All games in Baseball shall be seven (7) innings in length. (Except as noted in Atom level age groups) Any reference in the **Major League** rules to the "NINTH INNING" shall apply to the "SEVENTH INNING" or "SIXTH INNING" if 5U, 6U, 7U, 8U, 9U Level team of such Association games.

Sec. 2 - **MERCY RULES:** If during the progress of any (7U – 14U) baseball game in the Association:

- (A) The home team, after four and one-half (4½) or more innings have been played, is leading by eight (8) or more runs; or
- (B) The visiting team, after five (5) or more innings have been played, is leading by eight (8) or more runs at the end of any complete inning; or
- (C) The home team, after three and one-half (3½) or more innings have been played, is leading by ten (10) or more runs; or
- (D) The visiting team, after four (4) or more innings have been played, is leading by ten (10) or more runs at the end of any complete inning; or
- (E) The home team, after two and one-half innings (2½) have been played, is leading by fifteen (15) or more runs at the end of any complete inning; or
- (F) The visiting team, after three (3) or more innings have been played, is leading by fifteen (15) or more runs at the end of any complete inning; or

Sec. 3 - If a game is terminated due to the MERCY RULE, the losing team may request that those players who did not get a chance to bat be given that chance in a "game" situation. Since the game has already been completed, any runs scored do NOT count. This rule is intended to assure that all youngsters have the opportunity to bat at least once in every game.

Sec. 4 - **RAIN SHORTENED GAMES:** In the event of rain, a game shall be considered complete and not made up under the following conditions:

- (A) If the visiting team is winning after four (4) complete innings, or
- (B) If the home team is winning after three and one-half (3½) innings.

Sec. 5 - **PLAYER SUBSTITUTION:** Each registered player in all divisions must be permitted to play at least two (2) completed innings (six defensive outs) in the field in every scheduled and/or reschedule game except in the following instances:

- (A) If a game is terminated for any reason prior to the completion of seven (7) full innings or (6) six full innings for a 5U, 6U, 7U & 8U, 9U level team:
- (B) If a player, without being excused by the manager, has not attended the previous scheduled practice or game. The manager must inform the umpire-in-chief and the opposing manager prior to the start of the game. **Penalty:** The penalty for noncompliance with this Section shall be a forfeit.

Sec. 6 - **FREE SUBSTITUTION:** All divisions will have defensive free substitution and bat the roster.

Sec. 7 - **MINIMUM NUMBER OF PLAYERS:** All Association baseball games must start with at least eight (8) players. If only eight players are present, the ninth (9) position in the batting order shall **NOT** be declared an out each time through the order. Failure to field at least eight (8) players at any time during the game will result in a forfeit.

Sec. 8 - **COURTESY RUNNER:** A runner may be used for the catcher when there are two outs. The runner shall be the last batter in the lineup not currently on base (often the last batter to make an out.)

Sec. 9 - **LATE ARRIVING PLAYERS:** Any player who arrives after the game has started shall be placed at the bottom of the batting order, even if the team has already batted through the order. The player will be allowed to participate both offensively and defensively upon arrival.

RULE 3 - INJURED AND EJECTED PLAYERS

Sec. 1 - If there is an injury to a player while a game is in progress, and that player's injury leaves the team with only eight players, the position that player occupied in the batting order shall NOT be considered an out. If, however, an injury takes the team down to seven (7) players the umpire-in-chief shall forfeit the game.

NOTE: If a team has more than (9) players and one is forced out of the game due to an injury, the batting order moves up one spot. No penalty.

Sec. 2 - A player who can play defense, bat, but not run, may NOT participate.

Sec. 3 - Once a player is removed from the game due to an injury and has missed his/her turn at bat, that player may not re-enter the game in ANY capacity.

NOTE: If a batter or batter/runner is injured and unable to run the bases, they may be replaced by the last batter not on base. No penalty.

Sec. 4 - A player who is ejected from a game is to remain in the dugout, seated and silent. The manager is responsible for the conduct of his/her ejected player. Failure to control the player may result in the manager's ejection and/or a forfeit. When the ejected batters position comes up in the lineup it will be an automatic out each and every time through the batting

order regardless of the number of players left participating in the game.

RULE 4 - SLIDES, COLLISIONS, AND CONTACT AT FIRST BASE

Sec. 1 - A **LEGAL SLIDE** is one that is completely on the ground. It may be head first or with one leg and buttock on the ground. All slides must go directly into the base (a runner need not slide directly into the base as long as he moves in a direction away from the fielder to avoid a collision or avoid the tag).

Sec. 2 - An **ILLEGAL SLIDE** is one in which the runner slides or runs out of the base path in the direction of the fielder using any one of the following:

- (A) Rolling slide
- (B) Cross-bodied block
- (C) Pop-up slide into the fielder
- (D) The runner's leg is lifted higher than the knee of the fielder
- (E) The runner slides beyond the base and makes contact with the fielder and alters the play
- (F) The runner slashes or kicks the fielder with either leg
- (G) Throws his hands up toward the fielder in an attempt to interfere with the throw

Penalty: The runner is out and the ball becomes dead immediately and interference is called. On a force-play-play illegal slide with less than two outs, the runner is declared out, as well as the batter-runner. Runners shall return to the base occupied at the time of the pitch. With two outs, the runner is declared out and the batter is credited with a fielder's choice.

NOTE: When judging whether a slide is legal or illegal, umpires will be instructed to determine whether or not the illegal action created (A) danger or (B) altered play of the defense. If either of these two criteria is met, then the runner should be called out.

Sec. 3 - Runners are not required to slide on force plays at first base, while attempting to return after a pick-off or while attempting to tag-up after a legally caught fly ball.

Sec. 4 - If a runner collides flagrantly with a fielder, whether or NOT in possession of the ball, the ball shall become dead immediately and the runner called OUT and EJECTED from the game. All other runners must return to the base they last touched at the time of the collision.

Sec. 5 - If the batter runner, while running to first base, throws a hip, elbow or makes any other unsportsmanlike contact with the fielder at first, the umpire shall declare the batter-runner OUT and EJECT him from the game. At the umpire's discretion, a warning may be given on the first offense.

THIS RULE IS NO LONGER IN EFFECT - 2008

~~RULE 5 - APPEAL RULES / RUNNER MISSES A BASE OR FAILS TO TAG-UP~~

~~Sec. 1 - In all divisions there will be no appeal when a runner misses a base, fails to tag-up after a fly ball or fails to retrace his steps when returning to a base after a caught fly ball. In these cases the runner will be declared out and the ball becomes dead when the runner touches the next base.~~

- ~~A) - If a runner misses a base to which he is forced, then the force remains and the runner is considered to have been put out at the base he missed when he is called out.~~

~~**Approved Ruling:** Runners on first (R1) and third (R3), two outs, batter gets base hit to right field. R3 scores and R1 sprints for third but missed second base. He is called out upon reaching third base - 3 outs. R3's run does not count because R1 is considered to have been put out on a force play at second and no run may score on a play in which the third out is a force out.~~

- ~~B) - When a runner is called out as a result of the rules provided in this section, all other runners must return to the base they last touched at the time the out was called.~~

~~**Approved Ruling:** R2 with no outs, the batter gets a base hit to right field. R2 touches third and heads for home. The batter runner misses first base and reaches second before R2 crosses the plate. The batter is out for missing first base and R2's run does not count because he crossed the plate after the batter reached second base.~~

- ~~C) - A runner who misses two consecutive bases is out when he misses the second base.~~

- ~~D) - A runner who misses home plate is called out when tagged with the ball or when he abandons his effort to touch home plate and heads for the dugout. This is a judgment call.~~

~~**Approved Ruling:** R2 and R3 with one out and the batter gets a base hit to right field. R3 misses home with R2 close behind. R3 starts for the dugout as R2 touches the plate.~~

~~• If R2 reached home before R3 abandons his effort and is called out - R2's run counts.~~

~~• If R2 reached home after R3 abandons his effort - R2's run does not count.~~

- ~~E) - No following runner may score on a play in which the third out is made by a preceding runner who is called out for missing home plate. Any run that scores before the runner misses the plate still counts.~~

RULE 6 - OTHER PLAYING RULES

Sec. 1 - **UNIFORMS:** All team members must wear uniforms of the same color and style. Each uniform must be numbered on the back of the shirt. No two players from the same team may wear the same uniform number.

Sec. 2 - **COMMUNICABLE DISEASE RULE:** The risk of transmitting a blood borne infectious disease while participating in athletic competition is remote. However, to virtually eliminate the possibility, specific procedures must be followed. These

procedures are:

- (A) The bleeding must be stopped, the open wound covered and if there is any blood on the uniform it must be changed before the athlete may participate.
- (B) Routine use of gloves or other precautions to prevent skin and mucous-membrane exposure when contact with blood or other body fluids is anticipated.
- (C) Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other body fluids. Wash hands immediately after removing gloves.
- (D) Clean contaminated surfaces and equipment with an appropriate disinfectant before competition resumes.
- (E) Practice proper disposal procedures to prevent injuries caused by needles, scalpels and other sharp instruments or devices.
- (F) Although saliva has not been implicated in HIV transmission, to minimize the need for emergency mouth-to-mouth resuscitation, mouthpieces, resuscitation bags or other ventilation devices should be available for use.
- (G) Athletic trainers/coaches with bleeding or oozing skin conditions should refrain from all direct athletic care until the condition resolves.

Sec. 3 - **FAKE TAG:** If at any time a fielder feints a tag on a runner, it shall be considered obstruction.

Sec. 4 - Two (2) balls are required for every Association league game. They shall be provided by the competing teams in the following order:

- One **NEW** ball by both the **HOME TEAM** and the **VISITING TEAM** at the start of the game;
- If necessary, a third ball shall be furnished by the home team, a fourth by the visiting team, etc.

NOTE: Teams should try very hard to retrieve foul balls. It is their responsibility to retrieve the balls, not the umpires.

Sec. 5 – On Deck Batter - On deck batter must warm up on the back side of the batter.

Sec. 6 – The Home Team is listed 2nd on the league schedule and will play from the 3rd base dugout. On pitching machine fields the home team is responsible for retrieving and returning the pitching machine to/from the pitching machine room. Please consult with the home coach for the next game to determine if they will be requiring the use of the pitching machine and remind them that they are responsible for returning the machine to the pitching machine room. Machines left on a field will result in a forfeit by the home team of the game and possible disciplinary action by the board of directors including but not limited to fines or suspension from the program.

RULE 7 - EQUIPMENT

Sec. 1 - **BATTERS** must wear full batting helmets while at bat, on the bases, while on deck, and while coaching the bases. **All 5U through 9U Division batters and runners must wear cages that provide full face protection.**

Sec. 2 - **CATCHERS** must wear full catcher's **helmets** with a mask and a **throat protector**.

Sec. 3 - PLAYERS warming up pitchers, either between innings or in the bullpen are required to wear a mask with a throat protector. *NOTE:* Boys are requested to wear protective cups, especially when playing the catcher position.

Sec. 4 - **GLOVES AND MITTS:** For the purpose of play in the Association, there is no differentiation between a fielder's glove, first base mitt, or catcher's mitt. Any of the above may be used anywhere in the field. All fielders must wear a glove.

Sec. 5 - **DOUBLE FIRST BASE:** When available, games will be played with a double first base. The following regulations govern the use of this "double first base:

- (A) Runner must use the colored base on the initial play at first base, unless the fielder is drawn to the colored side, in which case the runner would go to the white base and the fielder would use the colored base.
- (B) On a dropped third strike, fielder and runner may touch the white or the colored base.
- (C) A runner is never out for touching the white base rather than the colored base.
- (D) Once the runner reaches first base, the runner shall then use **ONLY** the white base.

Sec. 6 – Bat Restrictions: Are measured by bat length to weight differential. For example, a 32” bat that weights 22 ounces is considered a -10. A -9 differential is considered a heavier bat than a -10 for a bat of the same length.

- (A) 5U, 6U, 7U, 8U, 9U...no restrictions**
- (B) 10U, 11U, 12U...negative 10 (-10) or heavier bat**
- (C) 13U, 14U...negative 5 (-5) or heavier bat**

RULE 8 – PROTESTS

Sec. 1 - The Association Protest Committee shall have the authority to act on all rules violations and protests.

Sec. 2 - A protest can only be made on alleged rule violations or regarding player eligibility. No protest can be accepted when it involves a question of an umpire's judgment.

Sec. 3 - A team manager in Baseball shall be obligated to secure a copy of the National Baseball Rules as compiled and adopted by the Commissioner of Baseball and the Official Baseball Rules of the Association. The manager shall acquaint his players and coaches with the contents of both rulebooks. Ignorance shall not be a valid excuse for any violation of such rules.

Sec. 4 - Any player, manager, coach or team violating any of the rules referred to in Sections 3 or 4 hereof, or the rulings of the Protest Committee, shall be liable to forfeiture of games and to probation or suspension from the Association. It shall be the responsibility of the Protest Committee taking such action to notify the manager of the team as to game forfeitures, probation and suspension.

Sec. 5 - Protests on a violation, or violations, of any rule of the Association governing eligibility may be filed by any legitimate member of the Association against any other member of the Association provided:

- All protests on a violation, or violations, of eligibility rules during the regularly scheduled league season must be filed not later than twenty-four (24) hours after the close of the last regularly scheduled or rescheduled league game of the current season. Such protests shall be filed with the Protest Committee.

Sec. 6 - Whenever an alleged violation of a playing rule occurs during the progress of an official game during the regular season, or an official rescheduled game, the manager or a duly registered coach of the protesting team must call "time" and immediately notify, prior to the next pitch, the umpire-in-chief and the manager of the opposing team that the game is being continued "under protest". This will enable all interested parties to take notice of the exact conditions prevailing at the time and will aid in proper determination of the issue. Failure of the complaining manager to comply exactly with this Section will nullify and render void any future protest regarding the alleged violation of playing rules referred to herein.

Sec. 7 - A protest involving an alleged violation of a playing rule as referred to in Section 7 hereof must be made in writing pursuant to Section 13 herein, signed by the authorized person making the protest on the field, and filed along with four (4) copies of the written protest, with the Protest Committee within forty-eight (48) hours following the date of the game in which the alleged rules violation occurred.

Sec. 8 - In the event the protest referred to herein is withdrawn at the end of the game involved, and the umpire-in-chief is so informed by the manager or coach making the original complaint on the field, there shall be no protest and such action will nullify and render void any future protest regarding the alleged violation of rules referred to herein.

Sec. 9 - If, however, the protest is not withdrawn as described in Section 9 herein, it shall then become the obligation of all umpires working the game to file a written report of the incident causing the protest, with the Protest Committee, within forty-eight (48) hours following the date of the game in which the alleged rules violation occurred. It shall also become the obligation of the "opposing" manager to file a written report of the incident causing the protest with the Protest Committee, within forty-eight (48) hours following the date of the game in which the alleged violations occurred.

Sec. 10 - The Protest Committee receiving the protest and the written reports referred to in Section 10 hereof, shall render its decision within five (5) days following the date upon which a hearing on the protest is held.

Sec. 11 - Protests filed by players, manager, coaches or teams not properly registered shall be denied and all protest fees shall be forfeited to the Association.

Sec. 12 - Each protest must be made by filing with the Protest Committee an original and four (4) copies of the protest in writing, signed by the manager or coaches making the protest and accompanied by a protest fee or Fifty Dollars (\$50.00). To be valid, all such written protests filed must contain the following information:

- (A) The names of the team and managers involved in the protest;
- (B) The names of the umpires working the games being protested;
- (C) The date, time, and location of the game being protested;
- (D) The final score of the game being protested and the identity of the team winning such protested game;
- (E) A short and plain statement of the facts surrounding the ruling being protested;
- (F) Specific reference must be made to any and all rule or rules alleged by the complaining party to

have been violated;

(G) An explanation why each rule relied upon is significant and how such rule was violated.

Failure of the protesting manager to comply exactly with this section will nullify any protest regarding the alleged violation of playing rules referred to herein.

Sec. 13 - All protest fees must be paid in cash, money order, or certified check. No personal checks will be accepted.

RULE 9 - RIGHT OF APPEAL FROM PROTESTS

Sec. 1 - If the teams involved in the protest are not satisfied with the ruling of the Protest Committee, they may appeal to the Board of Directors.

Sec. 2 - All appeals to the Board of Directors must be made in writing within seventy-two (72) hours of a decision by the Protest Committee.

Sec. 3 - Each written appeal to the Board of Directors must be signed by the manager or coaches making the appeal, and accompanied by a separate protest appeal fee of Fifty Dollars (\$50.00).

Sec. 4 - To be valid, all such written appeals filed with the Board of Directors must contain the following:

(A) A copy of the original written protest filed with the Protest Committee;

(B) A copy of any written decision of the Protest Committee; and

(C) An explanation by the complaining party why the decision of the Protest Committee should not be affirmed.

Sec. 5 - Decisions of the Board of Directors are FINAL, and there can be no further appeal or review of such decisions.

Sec. 6 - In the event a protest or appeal is disallowed, the fees shall not be refunded. In the event a protest or appeal is allowed, the fees paid shall be refunded. All fees or parts thereof which are not refunded shall be deposited in the Association's General fund.

RULE 10 – ROSTERS AND ELIGIBILITY, EXCEPTION PLAYERS & SUBSTITUTE PLAYERS

Sec. 1 – All teams must complete a Kirkwood Athletic Association roster this must be turned in prior to the first pitch of the first game of the season. All teams playing without a completed roster that has been turned in to the main office will be allowed to participate in the game, however the outcome will be a forfeit for the team without a completed roster.

Sec. 2 – All teams must submit photocopies of birth certificates for all players on their roster upon demand by the league. **Every player must conform to the age group eligibility dates. (Players may be younger, but not older.)**

Sec. 3 – With the approval of the baseball supervisor teams may request “Exception Players” these are players who’s ages fall before the league deadline. This rule is to accommodate players who may be at the same grade level in school however would not be eligible to play because of their birth date. Failure to get league approval prior to the game will result in the same penalty stated in Rule 10 Sec. 1.

Sec. 4 – **THE “Substitute Player” RULE IS NO LONGER IN EFFECT - 2010**

~~Substitute Players are allowed in order for a team to be able to field enough players to play a game and avoid a forfeit. Substitute players must conform to the age group eligibility dates (not and exception player as defined in Rule 11 Sec. 3). Managers must submit prior to the game to umpire crew a substitute player notice. No team may field more than three (3) substitute players in any single game. The substitute players must bat at the bottom of the batting order and may not pitch in the game in which they are participating as a substitute player. The opposing manager must be notified of the fact that substitute players are being used prior to the first pitch of the game. Failure to observe these rules will result in the game being played however a forfeit will be registered to the team(s) not in compliance.~~

A player may play on only one team per the same age group & division (11U National). For clarification, some divisions have classifications of EAST, WEST, NORTH or SOUTH within a NATIONAL, AMERICAN or MINOR Leagues based on number of teams per age group. A player cannot participate on both (12U) National EAST & (12U) National League WEST teams, for example. For exceptions to this rule, see Multi-Rostered Players (below).

Sec. 5 – Multi-Rostered Players – Intent of this rule is to (in “good faith”) allow school friends or neighborhood friends to play baseball together without creating an unfair competitive advantage at the lower levels. In order to maintain the integrity of this rule, KAA reserves the right to review team scorecards, score sheets, line-up cards, etc. upon request by the divisional supervisor from any game(s) throughout the current season in order to render a

decision regarding player/roster eligibility. Managers are advised to hold on to these supporting documents for the entire season. Inability to provide these requested documents may put game results, as well as future team participation at KAA in jeopardy.

Players may participate on more than one team ONLY if the teams are competing in completely different levels within an age group (like 12U National & 12U American) or in completely different age groups (like 12U National & 13U National).

American and Minor teams are limited to no more than three “National level” players appearing on their roster. Those three players must be disclosed on the roster at the beginning of the year and may not change, unless in the event of injury. KAA assumes that any player playing in 50% or more games at the National level will be considered a “National Level” player when competing in a lower level (American or Minor) game at KAA and may bat anywhere in the lineup and play anywhere in the field, except pitcher.

All other rules with respect to league ages ~~and Substitute players~~ still apply and are not changed by this ruling. Please note that a player must disclose on each team roster if they appear on more than one and must designate which is their priority team on each team’s roster (primary or secondary, etc.).

If the rules regarding Rule 10, Section 3, 4 & 5 are not followed, the game will be played. However, the result will be recorded as a forfeit. It is not within the duties of the umpire to enforce these rules. If there is an issue it is up to the opposing manager to contact the divisional supervisor in writing within 48 hours after the game, if he/she suspects the rules were not followed. The divisional supervisor will investigate and the Baseball Board will render a decision.

CHAPTER 2 – UMPIRES

RULE 1 - ASSIGNMENT OF UMPIRES

Sec. 1 – KAA’s Director of Umpires is in full charge of, and responsible for, the training & assignment of all umpires.

Sec. 2 - A player, manager, coach or relative is prohibited from umpiring in any officially scheduled or rescheduled league game in the division in which his team participates.

RULE 2 - AUTHORITY OF UMPIRES

Sec. 1 - Any umpire(s) assigned by the Director of Umpires, shall be in complete charge of the game. Profane language, harassment, "ribbing" and any other unsportsmanlike conduct, including unnecessary delay, by any manager, coach, player, or spectator, is strictly prohibited and will not be tolerated.

Sec. 2 - An umpire, umpire supervisor or the Board Member on Duty has the authority to eject any Manager, coach or player at any time, without warning if, in their sole discretion, such action is warranted in order to eliminate conduct which they deem offensive or in anyway interferes with the orderly playing of the game.

Sec. 3 - An umpire, umpire supervisor or the Board Member on Duty may, but is not required, to warn the manager of the offending team, regarding the offensive conduct of any coach, player or spectator. If after such warning is given, the offensive behavior continues, play will be suspended temporarily to provide the manager an opportunity to correct the situation. If the offensive behavior is not immediately corrected, the umpire, umpire supervisor or Board Member on Duty shall have complete authority to eject any party from the game or bench. If the game is delayed by any action as described herein longer than deemed appropriate by the umpire, the game will be forfeited in favor of the opposing team.

Sec. 4 - The Umpire's decision concerning balls, strikes, balks, ejections and all other plays involving his judgment will be final and will not be questioned. If, during a game, any manager, coach, player or spectator questions the judgment of any umpire in any manner deemed offensive by an umpire, the umpire or umpires working such game shall have authority to immediately eject such offending party. Any such ejection will subject the offending party to further disciplinary actions from the Board of Review and/or the Board of Directors up to and including permanent suspension.

Sec. 5 - An umpire's decision involving an interpretation of playing rules may be discussed with the umpire-in-chief by the manager or coach (**ONLY ONE**). No other person will be permitted on the playing field to discuss such rule decisions. The ultimate decision of the umpire-in-chief shall be final, subject to review pursuant to the rules governing protests.

CHAPTER 3 – SCOREKEEPING

RULE 1 - MANAGER, SCOREKEEPER AND UMPIRE RESPONSIBILITY

Sec. 1 - In order that games played may be officially recorded in the Association records, the following scoring procedure is to be followed:

- The home scorekeeper shall be the OFFICIAL SCOREKEEPER for each game. The umpires will also maintain a running score that should be verified each inning with both the home and visiting scorekeepers.
- At the end of the game, the umpires are to have both the home and away manager sign the game card with the final score of the game. After the game the umpire will turn the card into the Umpire-in-Chief and that is the final recorded score of the game. No protest concerning the score of the game will be allowed once the managers sign the completed game card.

Sec. 2 - In cases where a game is interrupted by rain, the scorecard shall be turned over to the Umpire-in-Chief upon suspension of the game. Written on the card should be the following important information: inning, score, batter, count, outs, runners, pitcher and official game time at the time of the suspension of the game. When the game resumes, the card is to be returned to the umpire assigned to that game.

CHAPTER 4 - SUSPENDED AND POSTPONED GAMES

RULE 1 - SUSPENDED GAMES

Sec. 1 - A suspended game is a game that is halted, prior to its completion, due to foul weather, light failure, or other natural means.

Sec. 2 - Only the Director of Umpires, his assistant, or a Board Member have the authority to suspend a game.

Sec. 3 - When a game is suspended, the OFFICIAL SCORE CARD shall be turned over to the umpire-in-chief. The following information must be written on the card:

A) Inning in which the game was suspended	D) Location of runners
B) Number of outs in the inning	E) Pitcher
C) Name/number of the batter and the count	F) Score

Sec. 4 - When the game resumes, the Umpire-In-Chief will announce, after the first pitch, what the new time limit shall be, by adding the time of delay to the official start time.

Sec. 5 - After a game is suspended due to foul weather, the decision to cancel games may not be made until at least 15 minutes after the onset of the delay.

RULE 2 - POSTPONED GAMES

Sec. 1 - A postponed game is a game that is canceled prior to the first pitch or after a 15 minute suspension of play is observed.

Sec. 2 - If after four (4) complete innings of play, a game is suspended and then postponed, it shall be considered a complete game and will not be rescheduled. The final score will be the score after four innings.

Sec. 3 - If after three and one-half (3 ½) innings of play, a game is postponed, and the home team is leading, it shall be considered a complete game and will not be rescheduled. The final score will be the score after 3 ½ innings.

CHAPTER 5 - LEAGUE STANDINGS

RULE 1 -RECORD OF GAMES

Sec. 1 - The OFFICIAL GAME CARD of the Association shall be considered the official record of all league games played.

Sec. 2 - Managers are required to sign the game card after the game has completed stating the final score of the game.

Sec. 3 - Winning managers must submit the final score to the division supervisor for their respective age group within 48 hours of the conclusion of the game. Note: If no submission of the game results (including the score,

date, age group and teams involved) are made to the supervisor, a loss for both teams will be recorded in the official standings.

RULE 2 - DETERMINING STANDINGS

Sec. 1 - The STANDINGS COORDINATOR in conjunction with the DIVISION SUPERVISORS are responsible for maintaining the standings of all brackets within their division. Standings are to be posted online and should be updated every two (2) weeks.

Sec. 2 - If there is a discrepancy in the standings, the team(s) involved must notify the STANDINGS SUPERVISOR to try and solve the problem. If it is determined that the mistake is due to inaccurate information provided on the game card, the standings may NOT be changed. Once turned in, all information on the game card becomes OFFICIAL.

Sec. 3 - A point system will be used when determining standings. The team with the most points at the end of the season shall be declared the winner.

Win	2 points
Tie	1 point
Loss	0 points

RULE 3 - DECIDING TIES

Sec. 1 - The following will be used as the tie breaker procedure for all Association Standings. They must be used in the order provided. If two teams are tied, the "winner" or higher ranked team shall be determined by:

- (A) First, head on competition: The team who won the most games when two teams played each other.
- (B) Second, total runs given up to the other team when the two teams played each other: The team giving up the fewest runs while playing the other team wins the tie.
- (C) Third, total runs scored while competing with the other team: The teams that scored the most runs in head-on competition shall be the winner.
- (D) Fourth, A coin flip will determine the winner.

Sec. 2 - In the event that there is a tie between three or more teams, the following rules apply to determining the winner:

- (A) First, competition within the group of tied teams: The team that has the best record against the other teams in the tie is the winner.
- (B) Second, if provision (A) above does not decide a single winner, then the team that allowed the fewest runs against the remaining tied teams is the winner.
- (C) Third, if provision (B) above does not decide a single winner, then the team that scored the most total runs against the remaining tied teams is the winner.
- (D) Fourth, if provision (C) above does not decide a single winner, a coin flip will determine the winner (if there are only two teams).

CHAPTER 6 – KAA PARK RULES

- 1) **NO beverages or food may be brought into the park.**
- 2) **NO alcoholic beverages are allowed in the parking lot.**
- 3) **NO pets are allowed (even small, cuddly cute ones!)**
- 4) **NO roller blades, skate boards or bikes.**
- 5) **Coolers are only allowed for ICE, WATER, and ATHLETIC DRINKS, and may be used ONLY by players and coaches in the dugouts.**
- 6) **Spectators are NOT allowed to bring coolers into the park.**
- 7) **Please keep your field area clean by placing your trash in one of the numerous trash cans located in the park.**
- 8) **No hitting of balls into fences or digging holes in the turf.**
- 9) **KAA is a no smoking facility. Smoking in designated areas only.**
- 10) **At no time may a parent or spectator who has consumed alcohol prior to or during a game enter the dugout or field of play.**
- 11) **The manager is responsible for the conduct of players, coaches and parents.**

Part II

Special Division Rules

Machine Pitched Baseball

5U, 6U

7U, 8U (Machine Pitched)

Live Pitch Baseball

8U

9U

10U & 11U

12U

13U

14U

Summary of Pitching Rubber, Base Distances & Birth Date Range by Division

Division	Field #	Pitching	Base	Birth Date Range *
14U	2	60 ft. w/ mound	90 ft.	5/1/95 - 4/30/96
13U	3	54 ft. w/ mound	80 ft.	5/1/96 - 4/30/97
12U	1	50 ft. w/ mound	70 ft.	5/1/97 - 4/30/98
11U	8	50 ft. w/ mound	70 ft.	5/1/98 - 4/30/99
10U	6	47 ft.	65 ft.	5/1/99 - 4/30/00
9U	4	45 ft.	65 ft.	5/1/00 - 4/30/01
8U	5	42 ft.	60 ft.	5/1/01 - 4/30/02
7U	7	42 ft.	60 ft.	5/1/02 - 4/30/03
6U	11 & 12	35 ft.	50 ft.	5/1/03 - 4/30/04
5U	11 & 12	35 ft.	50 ft.	5/1/04 - 4/30/05

** Every player must conform to the age group eligibility dates. (Players may be younger, but not older.)*

5U & 6U

The rules listed below are specific to the 5U, 6U divisions. Except where provided below or in Part I of the K.A.A. Playing Rules, the **Official Playing Rules of Major League Baseball** shall apply to all games played within the 5U & 6U divisions.

Chapter 1 - Pitching Machine Rules

Sec. 1 - A pitching machine shall be used for all games. **Coaches will operate the pitching machine and serve as head umpire when their team is at bat.**

Sec. 2 - The machine shall be set at the following speeds:

	Speed
5U	2.5 to 3.0
6U	3.0 to 3.5

Sec. 3 - The defensive team shall supply a player to field the position of pitcher.

Sec. 4 - The machine speed, height, etc., must be set prior to the beginning of the game at approximately the settings prescribed by the Baseball Committee. Differing field conditions will require slightly different settings. **Machine Pitch Coach/Head Umpire may adjust the machine as needed at anytime.**

Sec. 5 - When a batted or thrown ball hits the machine it becomes dead immediately.

- (A) On a hit ball—each runner including the batter is awarded one base from the time of the pitch;
- (B) On a thrown ball—each runner goes to the closest base.

NOTE: If as a result of (B) above two runners are entitled to the same base, then the leading runner gets the base and the trailing runner must go back to the previous base.

EXCEPTION: If the runners are forced to advance because the batter has reached first base, then they must do so.

Chapter 2 - Batting, Base Running and Special Offensive Team Rules

Sec. 1 - **OFFENSIVE CONFERENCES:** While at bat (offense), each team may be granted not more than TWO (2) charged conferences per inning to permit the coach or any of that team's personnel to confer with base runners, the batter, the on-deck batter or other offensive team personnel. The **"pitching machine coach"/umpire** should deny any subsequent offensive team requests for charged conferences.

Sec. 2 - **PITCHES PER BATTER:** Balls and strikes will not be called and therefore there will be no walks. Each batter will be given 5 pitches to hit the ball:

- (A) If the batter fails to reach base in 5 pitches—it is a strikeout.
- (B) If the fifth pitch is a foul ball—it should be treated as a foul ball with two strikes in Major League Rules.
- (C) If on the fifth pitch the machine throws a ball that is not hittable (bounces well before the plate or is well over the batter's head), the umpire may elect to adjust the machine and award the batter an addition pitch. This is a judgment call.

Sec. 3 - **HITTING COACHES:** A special hitting coach may be stationed behind or near home plate for the purpose of instructing the batter.

Sec. 4 - **SLIDES, COLLISIONS, AND CONTACT AT FIRST BASE:** This rule, as defined in Part I of the **KAA Playing Rules** shall NOT be in effect.

Sec. 5 - **RUNS PER INNING LIMIT:** There shall be a limit of **five (5) runs** per inning which can be scored by the offensive team in every half inning. This limit shall apply to all innings except the sixth (6th) inning. There is no limit on the number of runs that can be scored in the 6th inning.

NOTE: For the purpose of this rule, no run may score after the "run limit" in an inning has been reached. There is no "continuation of play." If the bases are loaded and the limiting run is at third base and the batter hits a home run, only the run from third base shall score.

Sec. 6 - **DROPPED THIRD STRIKE:** Whenever a third strike is not legally caught by the catcher, the ball becomes dead, the batter shall be declared out, and runners may not advance.

5U & 6U...continued

Sec. 7 - **STEALING / LEAD-OFFS**: Stealing and lead-offs are NOT permitted. Runners may only leave their bases if the batter becomes a runner.

Sec. 8 - **INFIELD FLY RULE** shall be waived.

Sec. 9 - **BATS**: Official "Little League" and tee ball bats may be used.

Chapter 3 - Miscellaneous Rules

Sec. 1 - **TIME LIMIT**: No new inning of play may be started after **1 hour and 20 minutes**. **Game timer starts at the conclusion of ground rules. Note: Timer will not be started prior to scheduled game time unless all parties are in agreement including both team managers and umpire crew.** After 1 hour and 20 minutes and completion of the inning being played, the game is complete, regardless of number of innings played. If such game is tied at the expiration of the time limit and the inning being played, then the game shall be recorded as a tie in the official league records.

Sec. 2 - **FIELD DIMENSIONS**:

	Distance
Bases	50'
Pitching	35' (near the electrical outlet)

Sec. 3 - **BASEBALLS**: ATEC soft dimpled ball

Sec. 4 - **HELMETS**: Helmets with facemask are mandatory.

Sec. 5 - **METAL SPIKES**: Shoes with metal spikes or metal cleats are strictly prohibited. Players found wearing these shoes will be asked to remove them. It is the manager's responsibility to make sure that none of the players are wearing metal spikes or metal cleats. If a player is injured by the metal spike of a player on the opposing team, the player wearing the metal spikes will be ejected.

Sec. 6 - **DEFENSIVE COACHES**: Two (2) coaches from the defensive team are allowed to stand **in the outfield** and direct their players.

Sec. 7 - **PLAY IS OVER AND BALL IS DEAD**: The ball becomes dead at the end of a play when a player controls the ball anywhere inside the perimeter of the infield (inside the baselines—fair or foul), however should there be a natural continuation of play by the fielder the ball shall remain live. On a dead ball runners will be sent to the closest base. If as a result of this rule two runners are entitled to the same base, then the leading runner gets the base and the trailing runner must go back to the previous base. The intent of this rule is that players will only advance one base at a time at 5U and up to two bases at a time at the 6U level, unless the ball is a home run.

Sec. 8 - **DEFENSIVE CONFERENCES**: A coach is allowed 1 defensive conference per inning in which he may confer with his players while in the field.

Sec. 9 – **10 DEFENSIVE PLAYERS**: Teams will be allowed to field 4 out fielders in order for more children to have the opportunity to participate in the game.

7U, 8U (Machine Pitched)

The rules listed below are specific to the 7U & 8U Machine Pitched division. Except where provided below or in Part I of the K.A.A. Playing Rules, the **Official Playing Rules of Major League Baseball** shall apply to all games played within the 7U 8U Machine Pitch division.

Chapter 1 - Pitching Machine Rules

Sec. 1 - A pitching machine shall be used for all games. **Coaches will operate the pitching machine when their team is at bat and may adjust the machine as needed at anytime.**

Sec. 2 - The machine shall be set between 3.5 and 4.0.

Sec. 3 - The defensive team shall supply a player to field the position of pitcher.

Sec. 4 - The machine speed, height, etc., must be set prior to the beginning of the game at approximately the settings prescribed by the Baseball Committee. Each manager is required to feed the pitching manager for their respective team. Differing field conditions will require slightly different settings. Once the game has started, the machine may only be adjusted between innings with the approval of both managers. In extreme cases the manager may adjust the machine at his own discretion after discussing with the opposing manager.

Sec. 5 - When a batted or thrown ball hits the machine it becomes dead immediately.

(A) On a hit ball—each runner including the batter is awarded one base from the time of the pitch;

(B) On a thrown ball—each runner goes to the closest base.

NOTE: If as a result of (B) above two runners are entitled to the same base, then the leading runner gets the base and the trailing runner must go back to the previous base.

EXCEPTION: If the runners are forced to advance because the batter has reached first base, then they must do so.

Chapter 2 - Batting, Base Running and Special Offensive Team Rules

Sec. 1 - **OFFENSIVE CONFERENCES:** While at bat (offense), each team may be granted not more than TWO (2) charged conferences per inning to permit the coach or any of that team's personnel to confer with base runners, the batter, the on-deck batter or other offensive team personnel. The umpire should deny any subsequent offensive team requests for charged conferences.

Sec. 2 - **HITTING COACHES:** No hitting coaches are allowed near the batter.

Sec. 3 - **SLIDES, COLLISIONS, AND CONTACT AT FIRST BASE:** This rule, as defined in Part I of the **KAA Playing Rules** shall NOT be in effect.

Sec. 4 - **RUNS PER INNING LIMIT:** There shall be a limit of **five (5) runs per inning** that can be scored by the offensive team in every half inning. This limit shall apply to all innings except the sixth (6th) inning. There is no limit on the number of runs that can be scored in the 6th inning.

NOTE: For the purpose of this rule, no run may score after the "run limit" in an inning has been reached. There is no "continuation of play." If the bases are loaded and the limiting run is at third base and the batter hits a home run, only the run from third base shall score.

Sec. 5 - **DROPPED THIRD STRIKE:** Whenever a third strike is not legally caught by the catcher, the ball becomes dead, the batter shall be declared out, and runners may not advance.

Sec. 6 - **STEALING / LEAD-OFFS:** Stealing and lead-offs are NOT permitted. Runners may only leave their bases if the batter becomes a runner.

Sec. 7 - **INFIELD FLY RULE** shall be waived.

Sec. 8 - **PITCHES PER BATTER:** Balls and strikes will not be called and therefore there will be no walks. Each batter will be given 5 pitches to hit the ball:

(A) If the batter fails to reach base in 5 pitches—it is a strikeout.

(B) If the fifth pitch is a foul ball—it should be treated as a foul ball with two strikes in Major League Rules.

(C) If on the fifth pitch the machine throws an unhittable pitch (bounces well before the plate

7U, 8U (Machine Pitched)...continued

or is well over the batter's head), the umpire may elect to adjust the machine and award the batter an addition pitch. This is a judgment call.

Chapter 3 - Miscellaneous Rules

Sec. 1 - **TIME LIMIT:** No new inning of play may be started after **1 hour and 20 minutes**. **Game timer starts at the conclusion of ground rules. Note: Timer will not be started prior to scheduled game time unless all parties are in agreement, including both team managers and umpire crew.** After 1 hour and 20 minutes and completion, of the inning being played, the game is complete, regardless of number of innings played. If such game is tied at the expiration of the time limit and the inning being played, then the game shall be recorded as a tie in the official league records.

Sec. 2 - **FIELD DIMENSIONS:**

	Distance
Bases	60'
Pitching	42'

Sec. 3 - **BASEBALLS:** Rawlings ROTBPM or Wilson A1035BP

Sec. 4 - HELMETS: Helmets with facemask are mandatory.

Sec. 5 - **METAL SPIKES:** Shoes with metal spikes or metal cleats are strictly prohibited. Players found wearing these shoes will be asked to remove them. It is the manager's responsibility to make sure that none of the players are wearing metal spikes or metal cleats. If a player is injured by the metal spike of a player on the opposing team, the player wearing the metal spikes will be ejected.

Sec. 6 - **DEFENSIVE COACHES:** One (1) coach from the defensive team is allowed to stand **in the outfield** and direct their players.

Sec. 7 - PLAY IS OVER AND BALL IS DEAD: The ball becomes dead at the end of a play when a player controls the ball anywhere inside the perimeter of the infield (inside the baselines—fair or foul), however should there be a natural continuation of play by the fielder the ball shall remain live. On a dead ball runners will be sent to the closest base. If as a result of this rule two runners are entitled to the same base, then the leading runner gets the base and the trailing runner must go back to the previous base. At 7U level, there will be no advancing on overthrows.

Sec. 8 - **DEFENSIVE CONFERENCES:** A coach is allowed 1 defensive conference per inning in which he may confer with his players while in the field.

Sec. 9 – 10 **DEFENSIVE PLAYERS:** Teams will be allowed to field 4 out fielders in order for more children to have the opportunity to participate in the game for 7U Machine Pitch. 8U Machine Pitch is only allowed to field the standard 9 defensive players. **All outfielders must remain in the grass area of the outfield and not receive a put-out throw.**

8U (Live Pitch)

The rules listed below are specific to the 8U division, except where provided below or in Part I of the KAA. Playing Rules, the **Official Playing Rules of Major League Baseball** shall apply to all games played within the 8U division.

Chapter 1 - Pitching Rules

Sec. 1 - **PITCHING LIMIT**: In the 8U pitched division, a pitcher may pitch no more than 3 innings (9 defensive outs) in a game.

PENALTY - If a pitcher throws one pitch past the maximum number of outs and innings allowed, the game will be a forfeit. This must be appealed by the opposing manager, and may be appealed at any time after the maximum number of innings/outs is reached - whether or not the illegal pitcher is still pitching.

Sec. 2 – **PITCHER SUBSTITUTION**: Once the pitcher had been replaced on the mound with a new pitcher, he may not return to the mound to pitch in that game. The rule applies even if the pitcher remains in the fame in a different defensive position.

Sec. 3 - **DEFENSIVE CONFERENCES**: A coach is allowed 1 defensive conference per inning without having to remove his pitcher. On the second and any additional conferences, in that inning, the manager must remove his pitcher from the mound. (This does not mean 1 conference per pitcher per inning, ONLY 1 conference, after which any further conferences must result in the removal of the pitcher.)

NOTE: It is not a conference if a manager goes to the mound for the single purpose of removing his pitcher.

Sec. 4 - **BALKS / ILLEGAL PITCHES**: There will be no penalty for a balk or illegal pitch.

Chapter 2 - Batting, Base Running and Special Offensive Team Rules

Sec. 1 - **OFFENSIVE CONFERENCES**: While at bat (offense), each team may be granted not more than TWO (2) charged conferences per inning to permit the coach or any of that team's personnel to confer with base runners, the batter, the on-deck batter or other offensive team personnel. The umpire should deny any subsequent offensive team requests for charged conferences.

Sec. 2 - **SLIDES, COLLISIONS, AND CONTACT AT FIRST BASE**: This rule, as defined in Part I of the **KAA Playing Rules** shall NOT be in effect.

Sec. 3 - **RUNS PER INNING LIMIT**: There shall be a limit of **five (5) runs per inning** that can be scored by the offensive team in every half inning. This limit shall apply to all innings except the sixth (6th) inning. There is no limit on the number of runs that can be scored in the 6th inning.

NOTE: For the purpose of this rule, no run may score after the "run limit" in an inning has been reached. There is no "continuation of play." If the bases are loaded and the limiting run is at third base and the batter hits a home run, only the run from third base shall score.

Sec. 4 - **DROPPED THIRD STRIKE**: Whenever a third strike is not legally caught by the catcher, the ball is dead, the batter shall be declared out, and runners may not advance.

Sec. 5 - **STEALING / LEAD-OFFS**: Stealing and lead-offs are NOT permitted. Runners may only leave their bases if the batter becomes a runner.

Sec. 6 - **INFIELD FLY RULE** shall be waived.

Chapter 3 - Miscellaneous Rules

Sec. 1 - **TIME LIMIT**: No new inning of play may be started after **1 hour and 30 minutes**. **Game timer starts at the conclusion of ground rules.** **Note: Timer will not be started prior to scheduled game time unless all parties are in agreement, including both team managers and umpire crew.** After 1 hour and 30 minutes and completion, of the inning being played, the game is complete, regardless of number of innings played. If such game is tied at the expiration of the time limit and the inning being played, then the game shall be recorded as a tie in the official league records.

8U (Live Pitch)...continued

Sec. 2 - **FIELD DIMENSIONS:**

	Distance
Bases	60'
Pitching	42'

Sec. 3 - **BASEBALLS:** Rawlings R-200

Sec. 4 - **HELMETS:** Helmets with facemask are mandatory.

Sec. 5 - **METAL SPIKES:** Shoes with metal spikes or metal cleats are strictly prohibited. Players found wearing these shoes will be asked to remove them. It is the manager's responsibility to make sure that none of the players are wearing metal spikes or metal cleats. If a player is injured by the metal spike of a player on the opposing team, the player wearing the metal spikes will be ejected.

Sec. 6 - **DEFENSIVE COACHES:** Two (1) coaches from the defensive team are allowed to stand **in the outfield** and direct their players.

Sec. 7 - **PLAY IS OVER AND BALL IS DEAD:** The ball becomes dead at the end of a play when a player controls the ball anywhere inside the perimeter of the infield (inside the baselines—fair or foul), however should there be a natural continuation of play by the fielder the ball shall remain live. On a dead ball runners will be sent to the closest base. If as a result of this rule two runners are entitled to the same base, then the leading runner gets the base and the trailing runner must go back to the previous base.

9U

The rules listed below are specific to the 9U division. Except where provided below or in Part I of the K.A.A. Playing Rules, the **Official Playing Rules of Major League Baseball** shall apply to all games played within the 9U division.

Chapter 1 - Pitching Rules

Sec. 1 - **PITCHING LIMIT:** In the 9U division, a pitcher may pitch no more than 3 innings (9 defensive outs) in a game.

PENALTY - If a pitcher throws one pitch past the maximum number of outs and innings allowed, the game will be a forfeit. This must be appealed by the opposing manager, and may be appealed at any time after the maximum number of innings/outs is reached - whether or not the illegal pitcher is still pitching.

Sec. 2 - **PITCHER SUBSTITUTION:** Once the pitcher has been replaced on the mound with a new pitcher, he may not return to the mound to pitch in that game. This rule applies even if the pitcher remains in the game in a different defensive position.

Sec. 3 - **DEFENSIVE CONFERENCES:** A coach is allowed 1 defensive conference per inning without having to remove his pitcher. On the second and any additional conferences, in that inning, the manager must remove his pitcher from the mound. (This does not mean 1 conference per pitcher per inning, ONLY 1 conference, after which any further conferences must result in the removal of the pitcher.)

NOTE: It is not a conference if a manager goes to the mound for the single purpose of removing his pitcher.

Sec. 4 - **BALKS / ILLEGAL PITCHES:** Umpires are to warn a pitcher one time per pitcher, per game that he has committed a balk. An additional separate warning is to be given for an illegal pitch. Upon such warning, the umpire shall call an official time out and explain the reason for the balk/illegal pitch to the pitcher and manager. After such warning, the regular balk and illegal pitch rules will apply.

Chapter 2 - Batting, Base Running and Special Offensive Team Rules

Sec. 1 - **OFFENSIVE CONFERENCES:** While at bat (offense), each team may be granted not more than TWO (2) charged conferences per inning to permit the coach or any of that team's personnel to confer with base runners, the batter, the on-deck batter or other offensive team personnel. The umpire should deny any subsequent offensive team requests for charged conferences.

Sec. 2 - **SLIDES, COLLISIONS, AND CONTACT AT FIRST BASE:** This rule, as defined in Part I of the **KAA Playing Rules** shall NOT be in effect.

Sec. 3 - **RUNS PER INNING LIMIT:** There shall be a limit of five (5) runs per inning which can be scored by the offensive team in every half inning. This limit shall apply to all innings except the sixth (6th) inning. There is no limit on the number of runs that can be scored in the 6th inning.

NOTE: For the purpose of this rule, no run may score after the "run limit" in an inning has been reached. There is no "continuation of play." If the bases are loaded and the limiting run is at third base and the batter hits a home run, only the run from third base shall score.

Sec. 4 - **DROPPED THIRD STRIKE:** Whenever a third strike is not legally caught by the catcher, the ball is dead, the batter shall be declared out, and runners may not advance.

Sec. 5 - **STEALING / LEAD-OFFS:** Lead-off's and Stealing are permitted however see next section.

Sec. 6 - **STEALING HOME:** Runners may not advance from their normal lead-off position to score from third base unless the ball is hit, a pickoff attempt is made to third base, or an overthrow to third base, or they are forced to advance home as a result of the batter becoming a runner. The intent of this rule is that all baseball plays allow a runner to score from third base except for the following:

A.) A passed-ball by the catcher or wild pitch thrown by the pitcher

B.) A routine throw back from the catcher to the pitcher during the course of play.

NOTE: Any play made on a runner who has left third base illegally will result in an immediate dead ball. All other runners must return to the base they were at when the play began.

Sec. 7 - **INFIELD FLY RULE** shall be waived.

Chapter 3 - Miscellaneous Rules

Sec. 1 - **TIME LIMIT:** No new inning of play may be started after **1 hour and 30 minutes**. **Game timer starts at the conclusion of ground rules.** **Note: Timer will not be started prior to scheduled game time unless all parties are in agreement, including both team managers and umpire crew.** After 1 hour and 30 minutes and completion, of the inning being played, the game is complete, regardless of number of innings played. If such game is tied at the expiration of the time limit, then the game shall be recorded as a tie in the official league records.

Sec. 2 - **FIELD DIMENSIONS:**

	Distance
Bases	65'
Pitching	45'

Sec. 3 - **BASEBALLS:** Rawlings R-200

Sec. 4 - **HELMETS:** Helmets with facemask are mandatory.

Sec. 5 - **METAL SPIKES:** Shoes with metal spikes or metal cleats are strictly prohibited. Players found wearing these shoes will be asked to remove them. It is the manager's responsibility to make sure that none of the players are wearing metal spikes or metal cleats. If a player is injured by the metal spike of a player on the opposing team, the player wearing the metal spikes will be ejected.

10U & 11U

The rules listed below are specific to the 10U & 11U divisions. Except where provided below or in Part I of the K.A.A. Playing Rules, the **Official Playing Rules of Major League Baseball** shall apply to all games played within the 10U & 11U divisions.

Chapter 1 - Pitching Rules

Sec. 1 - **PITCHING LIMIT**: In the Bantam divisions, a pitcher may pitch no more than 5 innings (15 defensive outs) in a game.

PENALTY - If a pitcher throws one pitch past the maximum number of outs and innings allowed, the game will be a forfeit. This must be appealed by the opposing manager, and may be appealed at any time after the maximum number of innings/outs is reached - whether or not the illegal pitcher is still pitching.

Sec. 2 – **PITCHER SUBSTITUTION**: Once the pitcher has been replaced on the mound with a new pitcher he may not return to the mound to pitch in that game. This rule applies even if the pitcher remains in the game in a different defensive position.

Sec. 3 - **DEFENSIVE CONFERENCES**: A coach is allowed 1 defensive conference per inning without having to remove his pitcher. On the second and any additional conferences, in that inning, the manager must remove his pitcher from the mound. (This does not mean 1 conference per pitcher per inning, ONLY 1 conference, after which any further conferences must result in the removal of the pitcher.)

NOTE: It is not a conference if a manager goes to the mound for the single purpose of removing his pitcher.

Sec. 4 - **BALKS / ILLEGAL PITCHES**: Umpires are to warn a pitcher one time per pitcher, per game that he has committed a balk. An additional separate warning is to be given for an illegal pitch. Upon such warning, the umpire shall call an official time out and explain the reason for the balk/illegal pitch to the pitcher and manager. After such warning, the regular balk and illegal pitch rules will apply.

Chapter 2 - Batting, Base Running and Special Offensive Team Rules

Sec. 1 - **OFFENSIVE CONFERENCES**: While at bat (offense), each team may be granted not more than one (1) charged conferences per inning to permit the coach or any of that team's personnel to confer with base runners, the batter, the on-deck batter or other offensive team personnel. The umpire should deny any subsequent offensive team requests for charged conferences.

Sec. 2 - **SLIDES, COLLISIONS, AND CONTACT AT FIRST BASE**: This rule, as defined in Part I of the **KAA Playing Rules** shall be in effect.

Sec. 3 - **RUNS PER INNING LIMIT**: There shall be a limit of **seven (7) runs per inning** for **AMERICAN & MINOR League divisions ONLY**, which can be scored by the offensive team in every half inning. This limit shall apply to all innings except the seventh (7th) and any extra innings. There is no limit on the number of runs that can be scored in the 7th or any later innings. **National League divisions at both 10U & 11U will have no run per inning limit.**

NOTE: For the purpose of this rule, no run may score after the "run limit" in an inning has been reached. There is no "continuation of play." If the bases are loaded and the limiting run is at third base and the batter hits a home run, only the run from third base shall score.

Chapter 3 - Miscellaneous Rules

Sec. 1 - **TIME LIMIT**: No new inning of play may be started after **1 hour and 45 minutes**. **Game timer starts at the conclusion of ground rules. Note: Timer will not be started prior to scheduled game time unless all parties are in agreement, including both team managers and umpire crew.** After 1 hour and 45 minutes and completion, of the inning being played, the game is complete, regardless of number of innings played. If such game is tied at the expiration of the time limit and the inning being played, then the game shall be recorded as a tie in the official league records.

Sec. 2 - **FIELD DIMENSIONS**:

	10U	11U
Bases	65'	70'
Pitching	47'	50'

Sec. 3 - **BASEBALLS**: Rawlings R-200

Sec. 4 - **BATS: -10 or Heaver for 10U & 11U**. It is not the umpire's job to check the bats to verify that they fall within the rules. If an infraction is brought to the attention of an umpire and the bat is determined not to be in compliance with the bat

restrictions then the player will be given the opportunity to exchange his bat for a legal bat. However, if the batter has already received a pitch from the pitcher with an illegal bat then the batter will be called out. If the batter has put the ball into play with an illegal bat then the batter will be out and all base runners must return to the base that they occupied prior to the ball being put into play. In the case that batter would represent the third out the inning is over.

Sec. 5 - **METAL SPIKES:** Shoes with metal spikes or metal cleats are strictly prohibited. Players found wearing these shoes will be asked to remove them. It is the manager's responsibility to make sure that none of the players are wearing metal spikes or metal cleats. If a player is injured by the metal spike of a player on the opposing team, the player wearing the metal spikes will be ejected.

12U & 13U

The rules listed below are specific to the 12U & 13U divisions. Except where provided below or in Part I of the K.A.A. Playing Rules, the **Official Playing Rules of Major League Baseball** shall apply to all games played within the 12U & 13U divisions.

Chapter 1 - Pitching Rules

Sec. 1 - **PITCHING LIMIT**: In the Midget divisions, a pitcher may pitch no more than 5 innings (15 defensive outs) in a game.

PENALTY - If a pitcher throws one pitch past the maximum number of outs and innings allowed, the game will be a forfeit. This must be appealed by the opposing manager, and may be appealed at any time after the maximum number of innings/outs is reached - whether or not the illegal pitcher is still pitching.

Sec. 2 – **PITCHER SUBSTITUTION**: Once the pitcher has been replaced on the mound with a new pitcher he may not return to the mound to pitch in that game. This rule applies even if the pitcher remains in the game in a different defensive position.

Sec. 3 - **DEFENSIVE CONFERENCES**: A coach is allowed 1 defensive conference per inning without having to remove his pitcher. On the second and any additional conferences, in that inning, the manager must remove his pitcher from the mound. (This does not mean 1 conference per pitcher per inning, ONLY 1 conference, after which any further conferences must result in the removal of the pitcher.)

NOTE: It is not a conference if a manager goes to the mound for the single purpose of removing his pitcher.

Chapter 2 - Batting, Base Running and Special Offensive Team Rules

Sec. 1 - **OFFENSIVE CONFERENCES**: While at bat (offense), each team may be granted not more than one (1) charged conferences per inning to permit the coach or any of that team's personnel to confer with base runners, the batter, the on-deck batter or other offensive team personnel. The umpire should deny any subsequent offensive team requests for charged conferences.

Sec. 2 - **SLIDES, COLLISIONS, AND CONTACT AT FIRST BASE**: This rule, as defined in Part I of the **KAA Playing Rules** shall be in effect.

Chapter 3 - Miscellaneous Rules

Sec. 1 - **TIME LIMIT**: No new inning of play may be started after **1 hour and 45 minutes**. **Game timer starts at the conclusion of ground rules**. **Note: Timer will not be started prior to scheduled game time unless all parties are in agreement, including both team managers and umpire crew**. After 1 hour and 45 minutes and completion, of the inning being played, the game is complete, regardless of number of innings played. If such game is tied at the expiration of the time limit and the inning being played, then the game shall be recorded as a tie in the official league records.

Sec. 2 - **FIELD DIMENSIONS**:

	12U	13U
Bases	70'	80'
Pitching	50'	54'

Sec. 3 - **BASEBALLS**: Rawlings R-200

Sec. 4 - **BATS**: **-10 or Heaver** restriction for 12U and **-5 or Heaver** restriction for 13U. It is not the umpire's job to check the bats to verify that they fall within the rules. If an infraction is brought to the attention of an umpire and a bat is determined not to be in compliance with the bat restrictions then the player will be given the opportunity to exchange his bat for a legal bat. However, if the batter has already received a pitch from the pitcher with an illegal bat then the batter will be called out. If the batter has put the ball into play with an illegal bat then the batter will be out and all base runners must return to the base that they occupied prior to the ball being put into play. In the case that batter would represent the third out the inning is over.

Sec. 5 - **METAL SPIKES**: Shoes with metal spikes or metal cleats are strictly prohibited. Players found wearing these shoes will be asked to remove them. It is the manager's responsibility to make sure that none of the players are wearing metal spikes or metal cleats. If a player is injured by the metal spike of a player on the opposing team, the player wearing the metal spikes will be ejected.

14U

The rules listed below are specific to the 14U divisions. Except where provided below or in Part I of the K.A.A. Playing Rules, the **Official Playing Rules of Major League Baseball** shall apply to all games played within the 14U division.

Chapter 1 - Pitching Rules

Sec. 1 - **PITCHING LIMIT**: In the Juvenile divisions, a pitcher may pitch no more than 7 innings (21 defensive outs) in a game.

PENALTY - If a pitcher throws one pitch past the maximum number of outs and innings allowed, the game will be a forfeit. This must be appealed by the opposing manager, and may be appealed at any time after the maximum number of innings/outs is reached - whether or not the illegal pitcher is still pitching.

Sec. 2 – **PITCHER SUBSTITUTION**: Once the pitcher has been replaced on the mound with a new pitcher, he may not return to the mound to pitch in that game. This rule applies even if the pitcher remains in the game in a different defensive position.

Sec. 3 - **DEFENSIVE CONFERENCES**: A coach is allowed 1 defensive conference per inning without having to remove his pitcher. On the second and any additional conferences, in that inning, the manager must remove his pitcher from the mound. (This does not mean 1 conference per pitcher per inning, ONLY 1 conference, after which any further conferences must result in the removal of the pitcher.)

NOTE: It is not a conference if a manager goes to the mound for the single purpose of removing his pitcher.

Chapter 2 - Batting, Base Running and Special Offensive Team Rules

Sec. 1 - **OFFENSIVE CONFERENCES**: While at bat (offense), each team may be granted not more than one (1) charged conferences per inning to permit the coach or any of that team's personnel to confer with base runners, the batter, the on-deck batter or other offensive team personnel. The umpire should deny any subsequent offensive team requests for charged conferences.

Sec. 2 - **SLIDES, COLLISIONS, AND CONTACT AT FIRST BASE**: This rule, as defined in Part I of the **KAA Playing Rules** shall be in effect.

Chapter 3 - Miscellaneous Rules

Sec. 1 - **TIME LIMIT**: *Game timer starts at the conclusion of ground rules. Note: Timer will not be started prior to scheduled game time unless all parties are in agreement, including both team managers and umpire crew.* No new inning of play may be started after **1 hour and 55 minutes...and games will have a "HARD TIME" of 2 hours and 10 minutes, if the game as proceeded to that point.** If games are stopped by hard time, scores will revert back to last full inning played. If such game is tied at the expiration of the time limit and the inning being played, then the game shall be recorded as a tie in the official league records.

Sec. 2 - **FIELD DIMENSIONS**:

	14U
Bases	85'
Pitching	55'

Sec. 3 - **BASEBALLS**: Rawlings R-200

Sec. 4 - **BATS**: -5 or Heaver Juvenile 1 (14U). It is not the umpire's job to check the bats to verify that they fall within the rules. If an infraction is brought to the attention of an umpire and a bat is determined not to be in compliance with the bat restrictions then the player will be given the opportunity to exchange his bat for a legal bat. However, if the batter has already received a pitch from the pitcher with an illegal bat then the batter will be called out. If the batter has put the ball into play with an illegal bat then the batter will be out and all base runners must return to the base that they occupied prior to the ball being put into play. In the case that batter would represent the third out the inning is over.

Sec. 5 - METAL SPIKES: Shoes with metal spikes or metal cleats are strictly prohibited. Players found wearing these shoes will be asked to remove them. It is the manager's responsibility to make sure that none of the players are wearing metal spikes or metal cleats. If a player is injured by the metal spike of a player on the opposing team, the player wearing the metal spikes will be ejected.

PART III

Code of Conduct

CONDUCT / DISCIPLINARY GUIDELINES

I. INTRODUCTION

The Kirkwood Athletic Association (KAA) is home to some of the finest competition in the Greater St. Louis area in the field of Girls Junior Olympic Fastpitch Softball as well as youth baseball and KAA is committed to insuring an exceptional atmosphere for its participants and spectators, the majority of who are impressionable youth. The responsibility to protect that commitment is vested with the adult leadership.

This policy is not intended to alter the character of the games. Rather it is intended to discourage the inappropriate, spontaneous outbursts that lead to abuse, both physical and verbal.

These guidelines are intended for use in baseball and softball operations without discrimination.

II. PURPOSE

The purpose of this comprehensive policy is to define the actions to be taken when it becomes necessary to order the removal of players, coaches and spectators from games for rule violations and unsportsmanlike conduct and to provide a mechanism to insure accountability for actions deemed inappropriate. A number of contingencies have been taken into consideration.

The policy:

1. Reinforces the authority of the Board of Directors of the KAA to appoint an Incident Review Panel to hear matters of violations of this policy, make recommendations regarding them and implement those recommendations.
2. Establishes a range of disciplinary action to be taken for infractions that warrant requit.

III. TERMINOLOGY DEFINED

Board - the Board of Directors of the Kirkwood Athletic Association (KAA).

Calendar year - January 1 through December 31 of the same numbered year.

Coaches - those persons whose function it is to instruct and train the players and direct the team strategy.

Disreputable conduct - Any conduct which brings discredit to the reputation, good order and welfare of the Kirkwood Athletic Association, its members and its mission to provide a wholesome atmosphere for youth recreational activity. In this instance an explicit accounting will need to be entered into the "Summary of Incident" area on the Conduct Policy Documentation Form.

Disqualification - in Amateur Softball Association (ASA) rules, a "disqualified" player is one who is removed from a game for a procedural violation. While this is frequently referred to as "ejection" it is not and should not be treated as such for purposes of this policy. If a disqualified player is later "ejected" for participating in the game after disqualification, that matter would not be considered as ejection as it relates to this procedure. A disqualified player can serve as a coach after disqualification. In the event they subsequently violate a rule allowing for ejection, i.e. unsportsmanlike conduct, they will be dealt with in the manner prescribed.

Disqualification for alcoholic beverage and tobacco products consumption in game and warm-up areas is dealt with in the manner prescribed in those sub-sections of this policy.

Ejection - the removal of a player or coach from the game by the umpire, generally for an act of injurious or unsportsmanlike conduct. Ejections are over and above any future disciplinary actions as the result of an incident. Ejection from a game is viewed as corrective action needed at that time to defuse an incident.

A player or coach who has been ejected from the game is restricted to the bench area unless the act is determined

to be flagrant. If the act is flagrant, the player or coach must leave the grounds. Ejections are typically the result of either of two types of violations:

1. *Unsportsmanlike conduct* by a player or coach to a degree that the penalty is determined by the umpire to be ejection. Examples of conduct, which could be construed by an umpire to be unsportsmanlike, include but are not limited to:
 - a. Unbecoming / disruptive conduct.
 - b. Disorderly, abusive, profane or inappropriate language.
 - c. Improper physical contact by a player or coach with:
 1. An official
 2. Another player (opponent or teammate)
 3. Another coach (opponent or teammate)
 4. A spectator
 - d. Unreasonable and continuous disputing of an umpire's ruling whether judgmental or involving the application of a rule.
2. *Violation of a playing rule* by a player or coach and for which ejection is the predetermined penalty. **There will be no review or convening of an Incident Review Panel for ejections stemming from rule violations not resulting in or a consequence of unsportsmanlike conduct.**

Ejections will subject the violator to immediate suspensions contingent on the facts of the case.

Guest Team - A "guest team" can fall into one of two categories:

1. Is registered within the KAA program but is at the facility competing in a tournament or other contest sponsored outside the governing scope of the KAA. (Metros, Regionals, Nationals, High School, USSSA, etc.)
2. A team not registered within the KAA but is at the facility either in a KAA sponsored tournament or for other reason.

Official - an umpire or other person in a position of authority, to include Board Members, who are empowered to act and make decisions within their purview on behalf of the KAA.

Participant - any player, coach or official.

Physical Contact - For the purposes of this policy "physical contact" is described as any unsolicited, intimidating or otherwise improper physical contact however slight between individuals, to include coaches and umpires, outside of that which can reasonably be expected from sportsmanlike competition. It does not include contact between two players during routine play of the game. **Example:** An aggressive slide or the failure to do so, or two players who collide during the playing of the game would not constitute improper physical contact. However, if the incident is flagrant and unquestionably meant to instigate an altercation or is the result of an ongoing dispute, it **could** be construed as a violation under this policy.

In situations involving physical contact violations, those matters will need to be expeditiously brought to the attention of the President of the Board **and** the Disciplinary Committee Chairperson and in no case beyond the following day. In the event of the absence of the Board President, the next person in the directorate line of succession will be contacted. In the absence of the Disciplinary Committee Chairperson, guidance from the President of the Board will prevail.

Players - those persons who are actively participating in the fundamental execution of the game.

Profane language – Any language that, in the opinion of the game official, is offensive. The officials are the sole interpreters of its inappropriateness. No other opinions are welcomed.

Season - There are two playing seasons:

1. Spring/Summer
2. Fall

Spectators - are not considered participants of the game and are there merely to observe, encourage and support the team of their choice. All persons at the facility who are not classified as participants will be considered "spectators" for purposes of this policy.

Suspension - Suspension is the temporary removal of a person from participation.

IV. CONCEPT OF POLICY

The KAA provides league and tournament competition for teams registered within the Association. At times there are tournaments and competitions wherein KAA teams as well as teams not registered within the KAA are invited to play at the park facility. The procedures to deal with improper conduct situations involving visiting (guest) teams and the KAA teams are herein defined.

Additionally, the evaluation of incidents and the administration of discipline during a short duration tournament demand a manner of review distinct from that of league play. Similarly this policy will address that issue. There are situations during which the KAA facility is used to accommodate a tournament or series of games and for which KAA only provides its fields but uses none of its officials. While the likelihood for an incident falling under that scenario is remote, it is nonetheless provided for.

Umpire Responsibilities

In view of the fact a more comprehensive accountability system is levied on participants and spectators, it will be incumbent upon the umpires to insure fair and equitable treatment of all participants.

V. DISCIPLINARY PROCEDURE

The Disciplinary Committee will be presided by a Disciplinary Committee Chairperson. They will insure that all procedures are followed in the administration of discipline for matters falling within the purview of the committee. Because all members of the KAA Board of Directors are volunteers, matters brought to the attention of the Disciplinary Committee will be acted upon in a prudent, reasonable and timely manner however no predetermined time limits will be established for deliberation or determination.

The Disciplinary Committee Chairperson will:

- a. Determine whether or not to form an Incident Review Panel to evaluate the merits of an occurrence.
- b. Have the authority to make determinations of discipline for Unsportsmanlike Conduct violations not exceeding 2 games suspension without the formation of an Incident Review Panel. These matters will be determined in consultation with the President of the Board.
- c. Will convene an Incident Review Panel for all matters stemming from an Improper Physical Contact violation unless mitigating factors are fairly obvious.

1. Kirkwood Registered Teams

Incident Review Panel

To deal with infractions within the KAA family of teams, an *Incident Review Panel* will be formed to examine matters referred to it by the Disciplinary Committee Chairperson. Not all matters brought to the attention of the Disciplinary Committee Chairperson will require a review by the Incident Review Panel. The decision whether or not to form an Incident Review Panel will be by the Disciplinary Committee Chairperson. The Panel will serve at the pleasure of the President of the Board. It will comprise members of the Board as follows:

Baseball issues:

1. Disciplinary Committee Chairperson.
2. The Baseball Supervisor.
3. A member of the Board from the baseball division.
4. KAA umpire-in-chief.

Softball issues:

1. Disciplinary Committee Chairperson.
2. The Softball Supervisor.
3. A member of the Board from the softball division.
4. KAA umpire-in-chief.

If extenuating circumstances are present, the President of the Board of Directors may substitute another Board member for any of the Incident Review Panel members as deemed appropriate. A simple majority of votes is needed to resolve an issue. No "abstention" or "undecided" votes will be permitted.

Under no circumstances will any member of an Incident Review Panel hear an issue brought before it that presents a personal conflict with any person sharing involvement in the incident. It is incumbent on the person first realizing the conflict to bring it to the attention of the President of the Board or the Disciplinary Committee Chairperson.

Disciplinary Hearings

Within a reasonable period of time following an incident requiring review by the Incident Review Panel, they will be appointed and convene to determine the course of action regarding the issue brought before it. Results of all hearings will be forwarded to the President of the Board.

Adjudication

The Incident Review Panel will adjudicate the issue and a written determination will be sent to the violator's last known address of record. An alternate method of notification can be used on a case-by-case basis.

Implementation

In no case will the execution of the ruling be delayed without the express approval of the President of the Board. In case of inclement weather or other factors causing a suspension to be modified (rain-outs, schedule changes, etc.) those modifications will be made and the violator notified in a manner consistent with the efficient execution of this process. Games rained out or otherwise postponed will not be credited to a suspension. Any games forfeited **to** a team that has a player, coach or manager serving a suspension will constitute credit to a suspension. Any games forfeited **by** a team, which has a player, coach, or manager serving a suspension will not constitute credit to that suspension.

Request for Hearing Review

Any request for a hearing review must be in writing and sent to the attention of the President of the Board of Directors at the office of the Kirkwood Athletic Association. Reviews will be at the pleasure of the President of the Board.

Alternative Methods of Discipline

From time to time alternative methods of discipline may be submitted by the Incident Review Panel to the President of the Board for consideration.

Multiple Violations

There could be instances wherein an incident results in more than one violation requiring ejection or matter brought before the Board. In those cases the penalties will run "consecutive" meaning that the number of games of suspension will be combined to present a total. In these cases it might be more prudent to consolidate the charges if a Provisional or Permanent Removal are options. In that case the more stringent penalty would be invoked.

2. Guest Teams

Disciplinary mandates require expeditious implementation and uniformity. At the same time it will be necessary to deal with "guest team" situations in a distinct but consistent manner. In cases needing immediate review and action by an Incident Review Panel and the violator's participation is of short duration (out-of-town team playing in a KAA-sponsored weekend tournament) the Tournament Director will direct that the Umpire-In-Chief of the sport being played and two Board Members review the matter and offer an immediate resolution consistent with the discipline ranges of this policy.

VI. DISCIPLINARY CATEGORIES

Because not all incidents will be identical, whether by resultant injury or by the nature of the aggravating circumstances, ranges of discipline have been established to take those instances into account. It is expected that the adult leadership (managers/coaches) of teams should be held to a higher standard than their players. For that reason disciplinary judgments are more severe for those individuals.

Attached to this document is a schedule of disciplinary ranges for each of two realms of misconduct; **Unsportsmanlike Conduct** and **Improper Physical Contact**.

In determining the range of disciplinary action, all facts, including but not limited to the following, will be considered:

1. The details of the incident
2. The age of the officials if applicable
3. The severity of any injury
4. Provocation by one party of another
5. Defense of oneself

6. Inflammation of onlookers

Disciplinary action is premised on occurrences within a 365-day period beginning with the date of the first reported offense and will continue from one calendar year into another. The number of occurrences determining the severity of disciplinary action will be predicated on the date of the last offense. Offenses occurring outside that realm (more than three instances within a 365-day period) will be remedied by a determination of the Incident Review Panel on a case-by-case basis.

In the order of severity the following are the determinations that will typically be reached when resolving each incident:

Excused - The facts presented indicate that the incident did occur but there is a logical basis for it. The Conduct Policy Documentation Form will be noted and placed in the file. No further action taken.

Filed - If the incident was relatively minor and no other circumstances exist requiring a more rigid penalty, the matter and findings will be **filed**. No further action needed.

Letter of Reprimand – If the incident is of a fairly significant or recurring nature, the violator will be furnished with written notification that the matter was reviewed and future infractions will be dealt with in a more severe manner. Letters will be mailed to the last known address of record. In cases where the Incident Review Panel rules that a Letter of Reprimand will deal with the infraction, those matters will not require a review by the Board President. A copy of any letter regarding an incident involving a player will be sent to the manager of that team.

Suspension - If the incident is of a significant and/or recurring nature, the violator (individual or team) may be suspended. During the period of the suspension managers, coaches and players suspended will not be allowed on the premises of the park on the dates their team is scheduled for play. (See “**NOTE**” below) Violating an order of suspension will result in the forfeiture of all games participated in by the violating individual and the immediate and permanent removal of that individual from the KAA program.

Suspensions will range from one game to 15 games depending on the infraction. Prior to execution, recommendations for suspension will be subject to review by the President of the Board at his/her discretion. Suspensions handed down at the conclusion of a season will be carried into the start of the following season whether that season is in the Fall or the Spring. Suspensions of beyond fifteen games duration will be within the Provisional Removal category.

NOTE: If a team is scheduled to play games beyond the suspension number on the suspension date, i.e. playing a doubleheader or in a multi-game tournament and the suspension is for only one game, the manager, coach or player suspended will be allowed onto the premises but not sooner than the conclusion of the game(s) satisfying the suspension period.

Provisional Removal From the KAA Program - If the incident is serious or so unreasonably recurrent that a more stringent penalty needs to be assessed, the violator (individual or team) will be provisionally removed from the program. The period of time will range from 16 games to not less than twelve consecutive months. It will mandate an automatic review and concurrence by the President of the Board.

Permanent Removal From the KAA Program - Permanent removal will occur when the incident was so abhorrent or disreputable that the only prudent determination is to terminate the violator (individual or team) from the program. The most severe form of discipline, it will mandate an automatic review and concurrence by the President of the Board.

Violators (individual or team) receiving a Permanent Removal determination can petition the Board of Directors for reinstatement consideration at the conclusion of the calendar year in which the incident occurs. A letter requesting reinstatement and postmarked after December 31 of that year must be mailed to the KAA. The correspondence must indicate good cause why the previous determination of the Incident Review Panel and the approval of the Board President should be reconsidered and set aside.

VII. UNIQUE SITUATIONS

Alcoholic beverage consumption - An Official of the KAA when confronted by a manager, coach or player who, in the opinion of that official, has consumed an alcoholic beverage and in the opinion of the official it **MAY** be a factor in the dispute, can refuse to discuss the issue with them and insist that they remove

themselves from the field of play without having to eject them. If the matter escalates and it becomes necessary for an ejection, then that course of action should be taken.

If a manager, coach, or other team assistant is observed consuming any alcoholic beverages in any team area during their team's game, that individual will be "disqualified" by the umpire from further involvement in that game. This is not considered an ejection but will prohibit the individual involved from further participation in the game. They will not be allowed in the dugout, warm-up area or on the field of play for the remainder of that game. They will be restricted to the spectator area. "Team area" is defined as practice and warm-up areas, dugouts and the field of play. Failure to honor this disqualification will result in ejection after which the procedures of this policy will then be enforced.

ASA Umpires - During softball league play and in some softball tournaments sponsored by the KAA, umpires are acquired by KAA through the local ASA office. In those instances the officials are considered as KAA personnel and a KAA Incident Review Panel will review all infractions during these contests. A report of disciplinary findings will be forwarded to the local office of the ASA to be used at their discretion.

Banned Individuals - From time to time it will be necessary to advise certain individuals that, for a variety of reasons, they are no longer welcome at the KAA facility and their presence equates to "trespassing." If any of these individuals are subsequently encountered on the KAA property, they will be instructed to leave the park **immediately**. The matter is not subject to negotiation. If they refuse, the Board Member on Duty will be contacted and reinforce the decision that they leave. If they again refuse, the proper law enforcement authorities will be summoned. **Under no circumstance will any official of the KAA initiate a physical confrontation with one of these individuals for the sole purpose of having them leave the premises.** Persons banned from the facility may petition the Board of Directors in writing to reconsider the order of preclusion. Until the order is rescinded, they are considered as prohibited from entry onto the facility.

Complaint Procedure - Only signed letters of complaint from persons outside of the Board of Directors regarding a manager, coach, player or official will be considered by the Board.

Forfeiture of the game - If any participant or spectator physically attacks an umpire, or if there is any improper physical contact with an umpire that, in the opinion of the official, is intentional or was avoidable, the game will be immediately forfeited and the Board Member on Duty will be advised.

Incidents at the Conclusion of a Game - In cases involving the improper conduct of managers, players and coaches at the conclusion of a game where no ejections occur but a review is warranted, a report of those incidents will be made and the matter brought before an Incident Review Panel.

Incidents Involving Non-Affiliated (Guest) Teams - There will be situations during which teams will be playing at the KAA facility and have no direct KAA affiliation, and for which a governing body exists outside of the KAA. (Amateur Softball Association [ASA] Metro, Regional or National Championship Tournaments; Missouri State High School Activities Association [MSHSAA] playoffs, etc.) In these instances the game's officials should bring disciplinary matters to the attention of that governing body. Any remedial action will be at the pleasure of that governing body.

If a KAA-registered team or individual is participating in a tournament that assigns them "guest team" status and that team or individual is involved in a questionable matter as outlined in this policy, the matter can be evaluated by a KAA Incident Review Panel. In this instance the time frame for disciplinary review can be waived but in no case longer than 30 days.

Medical Assistance - Life safety is always a primary consideration. It will be the responsibility of the Board Member on Duty or in their absence the Official in charge to insure that if any medical assistance is needed by any combatants or injured persons, whether as a result of the course of play or as the result of an assault, the proper authorities are contacted and that request is made in a timely manner.

Profane Language - Profane language will not be tolerated to any degree. The use of profane language directed at an official will be handled the same as an Unsportsmanlike Conduct incident.

The use of profane language directed at individuals other than officials will be handled as follows:

If the language is directed by a team member (manager, coach, player) at another team member or to a member of the opposing team, each team will normally be issued a “team warning” that all future incidents by either team will result in the awarding of an “out” against the offending team. If the incident is so egregious that an immediate ejection is warranted, then that will be done. The other team will be issued a warning at the same time.

If the offending team is on defense at the time of the incident, the outs will be assessed as soon as they come to bat. Only one out may be assessed per play with a maximum of two per time-at-bat. If circumstances exist which would allow for more than this number, consideration should be given to more severe forms of action. These outs will be assessed as “team outs” and not charged to a particular batter. There will be no one skipped in the batting order to accomplish this.

The determination of whether the language is offensive is exclusively that of the officials. This is a KAA “house rule” and will be used during league play and in tournaments sponsored and sanctioned by KAA. Other competition at the KAA facility that may choose to do so is welcome to use this policy at their discretion.

Refusal / failure of manager/coach/player to provide required information to an official

If it becomes necessary for an official to solicit information from a manager, coach or player regarding an incident that may require a report to the Board of Directors, and if that participant refuses to provide that information in a civil manner, it will be cause for remedial action by an Incident Review Panel.

Unruly Spectator - Spectators are not subject to ejection but if their conduct is deemed to be of a nature that demands their removal from the vicinity of a game, the following procedure for that task should be observed:

- A. If the spectator’s team allegiance can be determined and the manager/coach is agreeable:
 - 1. The umpire will request the manager/coach to handle the situation.
 - 2. If the spectator refuses to comply, the Umpire in Chief and/or the Board Member on Duty will be summoned to the location and reiterate the request for the spectator to alter their behavior or leave the premises.
 - 3. If all attempts at a peaceful resolution of the matter fail and they refuse to leave, law enforcement assistance will be requested.

- B. If the spectator’s team allegiance can be determined and the manager/coach refuses to assist:
 - 1. The manager/coach will be ejected.
 - 2. The umpire will order the spectator to leave the vicinity of the field.
 - 3. If the spectator refuses to comply, the Umpire in Chief and/or the Board Member on Duty will be summoned to the location and reiterate the request for the spectator to alter their behavior.
 - 4. If all attempts at a peaceful resolution of the matter fail and they refuse to leave, law enforcement assistance will be requested.

- C. If the spectators team allegiance cannot be determined:
 - 1. The umpire will order the spectator to leave the vicinity of the field.
 - 2. If the spectator refuses to comply, the Umpire in Chief and/or the Board Member on Duty will be summoned to the location and reiterate the request for the spectator to alter their behavior.
 - 3. If all attempts at a peaceful resolution of the matter fail and they refuse to leave, law enforcement assistance will be requested.

In the event a coach puts forth a good faith effort and the spectator refuses to cooperate, the coach will not be responsible for that spectator’s behavior and the aforementioned procedure regarding unruly spectators will be followed.

Any spectator who has any physical contact as defined in this policy, with another spectator, an official or a game participant, will be subject to criminal prosecution. The On Duty Board Member will be contacted for assistance. If the incident is significant enough to necessitate a report, the Umpire in Chief or the Board Member on Duty will prepare one. Information to be documented should include who the spectator was and the team of allegiance. If warranted, consideration will be given to permanently ban that individual from the facility.

Tobacco product consumption - If a manager, coach, or other team assistant is observed using any tobacco product in any team area during their team's game, that individual will be "disqualified" by the umpire from further involvement in that game. This is not considered an ejection but will prohibit the individual involved from further participation in the game. They will not be allowed in the dugout, warm-up area or on the field of play for the remainder of that game. They will be restricted to the spectator area. "Team area" is defined as practice and warm-up areas, dugouts and the field of play. Failure to honor this disqualification will result in ejection after which the procedures of this policy will then be enforced.

Warnings – Warnings by an umpire, unless mandated by rule, are not required prior to the implementation of disciplinary measures. If warnings are given, as individuals or as a team, no future warnings in that contest should be anticipated.

VIII. INCIDENT DOCUMENTATION

In order to provide the necessary data to insure a consistent policy, a system of documentation regarding those individuals (managers, players, coaches and officials) involved in these incidents is in place. The Conduct Policy Documentation Form will be used to record information immediately following an incident. The information needs to be accurately recorded in order to insure an expeditious and effective process of policy. Information will be retained for two calendar years following the final determination date.

IX. DISCIPLINARY RANGES

1. Unsportsmanlike Conduct

Violation	<u>First Offense</u>	<u>Second Offense</u>	<u>Third Offense</u>
<i>Ejection</i> Manager/ coach/ player	Letter of Reprimand to 1 game suspension	2 game suspension	5 game suspension
Failure of manager/coach to exercise managerial control over players and/or spectators	Letter of Reprimand to 1 game suspension	3 game suspension	7 game suspension
Manager or coach encouraging injurious conduct by team members	5 game suspension to Provisional Removal From Program	Provisional Removal From Program to Permanent Removal From Program	Permanent Removal From Program
Refusal / failure of manager/coach/player to provide required information to an official	1 game suspension	3 game suspension	5 game suspension
Violation of an order of suspension	Permanent Removal From Program	N/A	N/A
Disreputable Conduct (specify)	1 game suspension to Permanent Removal From Program	3 game suspension to Permanent Removal From Program	7 game suspension to Permanent Removal From Program

The above punishments are over and above any ejection from a game as the result of the improper behavior.

2. Improper Physical Contact

Violation	First Offense	Second Offense	Third Offense
By Coach w/Team Member	7 game suspension to Provisional Removal From Program	Provisional Removal From Program to Permanent Removal From Program	Permanent Removal From Program
By Coach w/Opponent	10 game suspension to Permanent Removal From Program	Permanent Removal From Program	N/A
By Coach w/Umpire	15 game suspension to Permanent Removal From Program	Permanent Removal From Program	N/A
By Coach w/Spectator	10 game suspension to Permanent Removal From Program	Permanent Removal From Program	N/A
By Player w/Team Member	5 game suspension to Provisional Removal From Program	Provisional Removal From Program to Permanent Removal From Program	Permanent Removal From Program
By Player w/Opponent	7 game suspension to Permanent Removal From Program	Permanent Removal From Program	N/A
By Player w/Umpire	10 game suspension to Permanent Removal From Program	Permanent Removal From Program	N/A
By Player w/Spectator	5 game suspension to Permanent Removal From Program	Permanent Removal From Program	N/A

The above punishments are over and above any ejection from a game as the result of the improper behavior.

X. CONCLUSION

This policy is exclusively for the Kirkwood Athletic Association and intended to cover a wide variety of instances of objectionable or questionable behavior. Amendments to the policy are at the direction of the Board of Directors of the KAA. Matters above and beyond this policy will be handled at the pleasure of the President of the Board.