

KINGSBURY PARK DISTRICT 2025

Boys Baseball and Girls Softball Rules

~~New rules, changes, or clarification will be bold and italics.~~

I. INTRODUCTION

- The Little League is a non-profit, non-denominational organization. The purpose of this program is to provide recreational opportunity for youth, boys and girls of Bond County. The League will administer the operation of girls' softball and boys' baseball programs during the school summer vacation.

II. PARTICIPATION RULES

A. Naming a League Representative - Each town will be required to name a League Representative to participate in the Little League. This must be done before the pre-season meeting.

B. Registration - Each League Representative will ensure that there is an open registration period. The registration dates and registration deadline will be distributed to the general public within the town they represent. All participants registering prior to the deadline will be assigned to a team.

C. Team Formation - Each town must develop and implement a fair way of forming teams. This system will allow for the even distribution of players from each age group.

- There will be no "try-outs" or any form of team distribution that places the "Best player" on a team. The League is designed to be a recreational league in which all players will have the opportunity to play.

III. ADMINISTRATION

A. The Rules Committee will consist of the League Representatives from each town participating in the Little League and the Director of Parks and Recreation. The Committee will meet at least one time per year prior to the start of the League season to discuss playing rules. If the Committee cannot reach a consensus on a rule change, then each Representative will receive one vote. In the event of a tie, the vote of the Director of Parks and Recreation will break the tie. The Rules Committee will also rule on all protests.

B. The League Supervisor will be the person designated to be responsible for the overall operation of the League. Duties include, but are not limited to, the scheduling of all games for the league, recording and compiling standings, and working with League Representatives on conflict resolution.

C. The League Representative will be selected by the town he/she represents. The League Representative will be responsible for all duties relating to the players from the town they represent, and games played on their home diamonds. Duties include, but are not limited to, registration, draft, field preparation, scheduling and paying umpires, ordering and distributing trophies to their teams (if they choose to award trophies), reporting team numbers to the League Supervisor, working with the League Supervisor when conflicts arise, and scheduling rain out games. The League Representative will schedule and pay the umpires, not the individual coaches. The Umpires work for the league, not the coaches. **League Representative's shall report all game scores to the Kingsbury Park District office no later than the following Monday. Any game scores from the previous week not reported by the following Monday will be recorded as a forfeit by the home team. All game scores shall be emailed or turned into the Park District Office with the signature of the League Representative. League Representative shall also provide their umpires with a game score card. Umpires are to have both coaches sign off on the score card, ensuring the score is correct. Weather delays and/or cancelling of games due to weather are at the discretion and control of the League Representative.**

IV. RULES

A. Age Divisions

- Section 1. The Little League shall consist of regularly organized baseball and softball leagues classified as follows:
- a. Rookie Boys and Junior Girls: To include players who have attained the age of seven (7) before September 1st and have not attained the age of nine (9) before September 1st of the current year.
 - b. Intermediate Boys and Intermediate Girls: To include players who have attained the age of nine (9) before September 1st and have not attained the age of eleven (11) before September 1st of the current year.
 - c. Minor Boys and Senior Girls: To include players who have attained the age of eleven (11) before September 1st and who have not attained the age of thirteen (13) before September 1st of the current year.
 - d. Pony Boys and Pony Girls: To include players who have attained the age of thirteen (13) before September 1st and who have not attained the age of sixteen (16) before September 1st of the current year.
- Section 2. **Petition Period** - Parents who wish to place their child in an activity by grade rather than age, may fill out a petition form. This only applies to one (1) year of age difference. This rule is for children that started kindergarten when they were 6 instead of 5. Please see the petition form for clarification. The petition form shall be filed with the roster and the League Representative. If the petition is not filed properly the participant will be considered to be playing in the wrong age division and all penalties that apply will be enforced.

B. Team Registration

- Section 1. Teams wishing to participate should make applications to their League Representative. The League Representative shall report the teams to the League Supervisor prior to May 5 of the current year.
- Section 2. The entry fee for each team shall be \$20 per year. This fee will help cover the expenses of hiring a League Supervisor.

C. Registration of Players and Coaches.

- Section 1. Boys will register for baseball and girls will register for softball.
- Section 2. There is no roster limitation during a regularly scheduled game or rescheduled league game. A team will have a non-playing coach. The coach will select their non-playing assistant coaches.
NOTE: No assistants may be selected prior to the draft.
- Section 3. Each team shall file a complete roster with their League Representative and the Kingsbury Park District Office prior to the first scheduled game. The roster must include petition forms for players who choose to utilize the petition rule. Failure to do so will result in forfeiture of all games played until such time as roster is furnished. The League Representative must keep the complete rosters on file for the duration of the season.
- Section 4. All League entry fees must be paid prior to the first scheduled game. Failure to do so may result in game forfeiture.
- Section 5. No players can be added to a team's official roster after the start of the third (3rd) week of the season. The start of the third week of the season is defined as 12:01 a.m. on the third Monday of the season. The addition of players before the start of the third week of the season must not otherwise be in violation of any rule of the league. Updated rosters must be provided to the League Supervisor and League Representative by the third Monday. Failure to do so will result in forfeiture of all games played until the updated roster is furnished.
- Section 6. Any player achieving playing age must come into the League through the draft regardless of previous playing experience.

- Section 7. A player shall participate by rostering in only one league sanctioned by the Kingsbury Park District. Such players should attend their home schools. Exceptions will be through the League Supervisor.
- Section 8. Coaches must be 18 years of age or older.

D. Verification of Age

- Section 1. A birth certificate, baptismal certificate, authenticated copy of either, or any other legal evidence acceptable to the League will be presented upon request of the League Supervisor to verify age.
- Section 2. Teams fielding players, contrary to the age limits prescribed for the various divisions, shall be liable to disciplinary action, that being the forfeiture of all games in which the ineligible player played.

E. Other

- Section 1. All such decisions will be final and will not be subject to appeal.

F. Playing Rules for Boys Baseball and Girls Softball Leagues

- Section 1. Shoes with metal cleats are strictly prohibited for safety precautions on players in ALL Leagues.
- Section 2. Players in ALL leagues must wear head protection when at bat and on deck. Players in ALL Leagues must wear helmets while on the base paths. These helmets must have both ears covered. Facemasks are optional.
NOTE: This includes non-adult bat/ball shaggers.
- Section 3. Catchers in ALL leagues must wear head protectors with earpieces. Masks must be worn while warming up pitchers. Throat protectors are also required in ALL leagues. ALL players, not just catchers, must wear protective cups.
- Section 4. Each registered player in ALL leagues must be permitted to play in every scheduled and/or rescheduled game of his or her team for a minimum of six (6) defensive outs, except in the following circumstances:
- a. The player is unavailable, unable, or unwilling to play.
 - b. The game is terminated for any reason (including the twenty (20) or (10) run rules);
 - c. The player is injured; or
 - d. The player arrives after the game begins.
NOTE: In the event of a player arriving after the game begins, the player will be automatically placed at the end of the batting line up and will be allowed to play defensively.
- The penalty for willful non-compliance with this section shall be forfeiture of the game involved.
- Section 5. In all Leagues **except Pony Leagues**, teams will change sides when the team at bat makes either three (3) outs or completes one (1) full cycle of their batting order, whichever comes first. If competing teams have an unequal number of players, the team with the lesser will be permitted to bat the same number as their opponents.
NOTE: Intentional walks will not be allowed to end an inning.
- Section 6. All players showing up for a game will be put in the batting order whether they are in the field or not.
- Section 7. Regular season games in all leagues will be seven (7) innings in length except as follows:
- a. If the home team is leading by twenty (20) or more runs after two and one half (2 1/2) innings, the umpire will terminate the game in favor of the home team. If the visiting team is leading by twenty (20) or more runs after the third (3rd) inning, the umpire will terminate the game in favor of the visiting team.
 - b. If the home team, after four and one-half (4 1/2) or more innings have been played, is leading by ten (10) or more runs, or the visiting team, after five (5) or more innings have been played, is leading by ten

(10) or more runs at the end of any complete inning; then the umpire will terminate the game in favor of the leading team.

c. All leagues will have time limitations. A new inning will start if the time limit has not expired by the end of the inning. The end of an inning is defined as when the last out is made. If the time limit expires during the inning the teams will finish the inning, and the game will be considered over when the last out is made. (Example: If there is still time remaining on the time clock when the last out is made in the bottom of the 4th inning, the umpire will instruct the team to start another inning.)

d. In the case of a rain-delayed game, the time clock will stop when the umpire stops play and the clock will start again when the game is resumed.

e. In the case of a rain suspended game, the game will be considered final after three innings are completed or if the home team is leading in the bottom half of the third. If the game is called because of rain prior to the above mentioned, the complete game will be made up later. (The game will start over in the 1st inning with the score 0-0.)

- Section 8. In the case of a player that is sick or injured during a game the team will take an automatic out when their spot is reached in the batting line up. The team will continue to take an out until they are officially pulled from the game. After they are officially pulled from the lineup, they may not re-enter the game. The Coach from the team with the injured or sick player must inform the other coaches score keeper of the injury or sick player and must inform the score keeper when they are officially pulled from the lineup.
- Section 9. To ensure diamond availability, all postponed or called games must be rescheduled by the following Saturday or at the discretion of the League Supervisor and League Representative.
- Section 10. The runner will be called out if he or she does not slide at any base except first base, to avoid contact with a fielder that has the ball or is waiting to make a tag if there is a possible play in which the ball is on its way to the play. The fielders must give the runner a part of the base and cannot block the base if they do not have the ball. The infielder must stay out of the baseline if they are not involved in the play.
NOTE: If there is no ball involved, then this rule does not apply.
- Section 11. The runner will be ejected from the game if he maliciously makes contact with a fielder who has the ball and is waiting to make the tag if there is a possible play in which the ball is on its way to the play. Contact that is ruled malicious may also result in a suspension ranging from one game to the entire length of the season.
NOTE: The defensive player is not required to have the ball in possession for this call to be made by the umpire as long as malicious or intentional contact is made.
- Section 12. A batter will be ejected from the game if he throws his helmet or his bat maliciously.
- Section 13. A batter who carelessly discards the bat after swinging will result in the umpire giving his team one (1) warning. From this point, the batter and any of his teammates who violate this warning will be considered out.

G. Playing Rules for Boys Baseball

Section 1. All games of the Little League are to be governed by the National Federation of State High School Associations Rules except as amended herein.

Section 2. The home team is required to furnish all baseballs for each game.

Section 3. The diamond specifications for the boy's baseball leagues are:

<u>League</u>	<u>Pitching</u>	<u>Bases</u>
Rookie	*35'	60'
Intermediate	43'	60'
Minor	50'	70'
Pony	** 60'6" or 54'	80'

* Pitch-coaches have the option to use the entire area of the six (6) feet radius circle to accommodate any hitter.

** Pony Boys who will reach the age of 15 prior to September 1 of the current year will pitch from 60'6". All other pitchers will pitch from 54'.

Section 4. Time limits - All leagues will have time limitations. A new inning will start if the time limit has not expired by the end of the inning. The end of an inning is defined as when the last out is made. If the time limit expires during the inning, the teams will finish the inning, and the game will be considered over when the last out is made. (Example: There is still time remaining on the time clock when the last out is made in the bottom of the 4th inning. The umpire will instruct the team to start another inning.)

<u>League</u>	<u>Time Limit</u>
Rookie	1 hr 15 min
Intermediate	1 hr 30 min
Minor	1 hr 45 min
Pony	2 hr 00 min

H. Playing Rules for Girls Softball

Section 1. National Federation of State High School Association Fast Pitch Softball rules will be used to govern play except as modified herein.

Section 2. The home team is required to furnish all softballs for each game.

Section 3. The diamond specifications for the girl's softball leagues are as follows:

<u>League</u>	<u>Pitching</u>	<u>Bases</u>
Junior	*35'	60'
Intermediate	35'	60'
Senior	40'	60'
Pony	40'	60'

* The Pitch-coach has the radius of the six (6) foot circle to accommodate any hitter.

Section 4. Time limits - All leagues will have time limitations. A new inning will start if the time limit has not expired by the end of the inning. The end of an inning is defined as when the last out is made. If the time limit expires during the inning, the teams will finish the inning, and the game will be considered over when the last out is made. (Example: There is still time remaining on the time clock when the last out is made in the bottom of the 4th inning. The umpire will instruct the team to start another inning.)

<u>League</u>	<u>Time Limit</u>
Junior	1 hr 15 min
Intermediate	1 hr 30 min
Senior	1 hr 45 min
Pony	2 hr 00 min

I. Conduct

- Section 1. The League is designed for the participants to have the opportunity to play baseball or softball. The game is to be played for the youth. The league has adopted an all-positive atmosphere. All players, assistant coaches, participants and fans are responsible for their own actions. The league will not tolerate unsportsmanlike conduct or actions. These actions include, but are not limited to, profanity, intimidation, baiting, or taunting. All verbal communication will be in a positive nature. Any conduct that is in violation of this section, whether verbal or physical, will result in ejection from the game and the person must leave the property hosting the game. Law enforcement will remove any person refusing to comply. Additional suspension may result and will be reviewed on a case-by-case basis.
- Section 2. Teams are not to address the opposing team in any manner. Organized team chanting or any other action to disrupt the game will not be allowed. Teams and coaches are expected to be respectful to each other. Any violation of this section will result in one warning to the coach. Violation after warning will result in coach's ejection from the game. Further violations will result in game forfeit.
- Section 3. The use of intoxicants, or tobacco in any form, players, managers, coaches, game or league officials is prohibited.
- Section 4. The use of intoxicants, or tobacco in any form is prohibited within 30 feet of the ballfield, backstop, dugouts or bleachers. Some field locations may have stricter rules concerning intoxicants or tobacco products. (There is a ban on intoxicants and tobacco products on all school properties.)

J. Procedures for Rules Violations and Protests

- Section 1. The protest committee shall have sole authority to act on all rules violations and protests involving leagues, team players, managers, and/or coaches under League jurisdiction.
- Section 2. Each protest must be in writing, signed by the person or persons making the protest and accompanied by a protest fee of one hundred dollars (\$100.00). In the event a protest or appeal is disallowed or declared not valid, the fee shall NOT be refunded. In the event a protest or appeal is allowed, ALL fees will be refunded.
- Section 3. Decisions of the Legislative Committee are final and there are no further appeals or reviews of such decisions. Protests can only be made on alleged rules violations or player eligibility. NO PROTEST CAN BE ACCEPTED WHEN IT INVOLVES A QUESTION OF AN UMPIRE'S DECISION.
- Section 4. An umpire has the right to expel and/or suspend a player, manager, coach, or team for the remainder of the current game ONLY, when in judgment such person(s) or team has committed an offense against the rules. Whenever an umpire believes that a person(s) or team has committed a SERIOUS offense against the rules, he or she will contact the League Supervisor, who will review the facts and can take further disciplinary action in the matter.
- Section 5. Protest on a violation, or violations, of any rule governing eligibility may be filed by any legitimate member of this League against any other legitimate member of this League. All protests on a violation, violations, or eligibility rules during the regularly scheduled league season must be announced before games end and must be filed not later than forty-eight (48) hours after the close of the last regularly scheduled or rescheduled league game of the current season. Such protests shall be filed with the League Supervisor.
- Section 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 or the protesting team must call a time out and immediately notify 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 further protest regarding the alleged violation of playing rules referred to herein. The Legislative Committee will not act on any invalid protest.
- NOTE: In other words, do not wait until the end of the game to decide to protest a game. It must be called directly after an incident or it will be invalid.

- Section 7. A protest involving an alleged violation of a playing rule as referred to herein must be made in writing, signed by the authorized person making the protest and filed with the League Supervisor within forty-eight (48) hours following the date of the game in which the alleged rules violation occurred.
- Section 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.
- Section 9. If, however, the protest is not withdrawn as described in Section 8 herein, it shall then become the obligation of the umpires working on the game to file a written report of the incident. The protest now has forty-eight (48) hours following the date of the game in which the alleged violation of rules occurred to be reported to the League Supervisor.
- Section 10. The Protest Committee receiving the protest and the written or oral reports referred to in Section 9 Herein, shall render its decision within five (5) days following the date of the game in which the alleged rules and violations occurred.

K. Umpires

- Section 1. Umpire-In-Chief (home plate umpire) must be sixteen (16) years of age or older.
EXCEPTION: Anyone who is fifteen (15) years of age, who has served an apprenticeship of at least one season on the bases, may be the umpire-in-chief. A season is defined as at least ten (10) games.
- Section 2. See league rules for number of umpires per game. The League Representative is responsible for scheduling and paying umpires for all their designated home games.
- Section 3. League Representatives shall also provide their umpires with a game scorecard. Umpires are to have both coaches sign off on the score card, ensuring the score is correct.*

L. Rule Changes

- Section 1. Any section of these rules may be amended or repealed only by the action of the Rules Committee.
- Section 2. Such a committee is described in the Administration Section herein.
- Section 3. Such committee will meet annually to make its decisions.

V. TROPHIES AND STANDINGS

A. Trophies - Individual and team trophies will be the responsibility of the League Representative.

B. Tie Breakers - There will be no tie breakers.

C. Balanced Schedule - In the event that all teams do not play the same number of games, the first game played for that team will not count toward the standings.

ROOKIE BOYS

Teams will change sides when the team at bat makes three (3) outs or completes one (1) cycle of the batting order, whichever comes first. If a team should bat their entire batting order during one (1) inning, it is assumed that there are two (2) outs when the last batter comes to bat even if there is zero (0) or one (1) out.

*A coach of each team will pitch to his or her own players from the 35-foot pitching rubber. The ball is to be thrown overhand. This coach has the option to adjust anywhere within the six (6) feet radius circle to accommodate any hitter. After the ball is batted, this person will exit the field immediately by crossing either foul line. ***If the coach-pitcher or bucket of balls is hit or makes contact with a batted ball the ball will be called dead and the pitch count will remain the same.***

Home team is required to furnish all baseballs for each game and 1 umpire behind the pitcher.

This league will not have a catcher. Coaches will retrieve the balls and throw them back to the pitcher. It is advised that the home team to supply at least 7 balls in a bucket to speed up the game. (The maximum pitches to a batter are 7)

The bases are sixty (60) feet in length.

The defensive person playing the pitcher's position must be located behind or equal to the pitching rubber and be within 2 feet of the marked six (6) foot radius circle. However, once the ball is batted, this player is free to roam until the next batter.

Players in the field shall be placed in the correct positions with one player in each position -- first base, second base, short stop, third base, and pitcher. Coaches will retrieve the balls and throw them back to the pitcher. The outfield positions will be behind the baselines. Place all outfielders behind the base lines. Make sure that all players are not in the baselines.

Each batter is allowed to have a maximum of seven (7) pitches. Three (3) strikes and the batter is out. There are no walks allowed. If the seventh (7th) pitch is fouled, then the batter is out.

There is no bunting allowed. Each player must take a full swing at the pitch. All batted balls must travel past a ten (10) foot arc in front of home plate. If the ball stays within the arc, then it is considered a pitch, and the batter must try again.

After the pitch-coach has the ball, base runners must stay on base and may advance only on a batted ball. Base runners must stay on the base until the ball is hit.

PENALTY: If a runner leaves the base, and then the ball is batted, it is ruled as a classic do-over..... runners go back and the batter hits again, no pitch is considered. Nobody is called out in this situation.

There is NO STEALING or LEAD OFFS. A runner who starts on third base may only advance to home as a result of:

- i. A batted ball
- ii. The runner being forced from third base by a defensive player.
- iii. Interference or obstruction.

Once the ball is batted, runners can advance a maximum of two bases. This advancement will be made at their own risk. Runners will not advance on an overthrow. (We are no longer playing with the halfway lines on the field. Encourage your players to throw the ball to the base where the play is being made.)

The umpire will call the ball dead when play stops.

There is no infield fly rule in this league.

Teams are permitted to have nine (9) players on the field.

JUNIOR GIRLS

Teams will change sides when the team at bat makes three (3) outs or completes one (1) cycle of the batting order, whichever comes first. If a team should bat their entire batting order during one (1) inning, it is assumed that there are two (2) outs when the last batter comes to bat even if there is zero (0) or one (1) out.

*A coach of each team will pitch to his or her own players from the 35-foot pitching rubber. This coach has the option to adjust anywhere within the six (6) feet radius circle to accommodate any hitter. After the ball is batted, this person will exit the field immediately by crossing either foul line. ***If the coach-pitcher or bucket of balls is hit or makes contact with a batted ball the ball will be called dead and the pitch count will remain the same.***

Home team is required to furnish all baseballs for each game and 1 umpire behind the pitcher.

This league will not have a catcher. Coaches will retrieve the balls and throw them back to the pitcher. It is advised that the home team to supply at least 7 balls in a bucket to speed up the game. (The maximum pitches to a batter is 7)

The bases are sixty (60) feet in length.

The defensive person playing the pitcher's position must be located behind or equal to the pitching rubber and be within 2 feet of the marked six (6) foot radius circle. However, once the ball is batted, this player is free to roam until the next batter.

Players in the field shall be placed in the correct positions with one player in each position -- first base, second base, short stop, third base, and pitcher. Coaches will retrieve the balls and throw them back to the pitcher. The outfield positions will be behind the baselines. Place all outfielders behind the base lines. Make sure that all players are not in the baselines.

Each batter is allowed to have a maximum of seven (7) pitches. Three (3) strikes and the batter is out. There are no walks allowed. If the seventh (7th) pitch is fouled, then the batter is out.

There is no bunting allowed. Each player must take a full swing at the pitch. All batted balls must travel past a ten (10) foot arc in front of home plate. If the ball stays within the arc, then it is considered a pitch, and the batter must try again.

After the pitch-coach has the ball, base runners must stay on base and may advance only on a batted ball. Base runners must stay on the base until the ball is hit.

PENALTY: If a runner leaves the base, and then the ball is batted, it is ruled as a classic do-over..... runners go back and the batter hits again, no pitch is considered. Nobody is called out in this situation.

There is NO STEALING or LEAD OFFS. A runner who starts on third base may only advance to home as a result of:

- i. A batted ball
- ii. The runner being forced from third base by a defensive player.
- iii. Interference or obstruction.

Once the ball is batted, runners can advance a maximum of two bases. This advancement will be made at their own risk. Runners will not advance on an overthrow. (We are no longer playing with the halfway lines on the field. Encourage your players to throw the ball to the base where the play is being made.)

The umpire will call the ball dead when play stops.

There is no infield fly rule in this league.

Teams are permitted to have nine (9) players on the field.

This league uses an eleven (11) inch softball.

INTERMEDIATE BOYS

The manager of a team is responsible for the proper conduct of his players and fans of his team. All players should be in the dugout area when not playing. All games of the Little League are to be governed by the National Federation of State High School Association Rules. This league is to include all players who have attained the age of nine (9) years before September 1 and have not attained the age of eleven (11) years before September 1 of the current year.

The home team is required to furnish all baseballs for each game and **1 umpire behind the pitcher and 1 field umpire.**

The pitching distance is forty-three (43) feet.

The player-pitchers will pitch to a single batter until the batter strikes out, hits the ball, or reaches a four (4) ball count. In the case where the batter reaches a four (4) ball count, a coach from the batter's team will throw a maximum of three (3) pitches. The strike count will carry over throughout the batter's time at the plate (Umpires will continue to call strikes when the coach is pitching. For example, if the coach enters with a 2-strike call, the first pitch is in the strike zone and the batter does not swing, the batter is out.) The batter will hit the ball or strike out. There will be no walks. Coaches will wait on the sideline in foul territory. Coaches are to move quickly on and off the field and work quickly when they get to the mound. (Coaches, do not use this to delay the game and use the time limit to your advantage. This will be considered unsportsmanlike conduct.) Coaches will not interfere with the regular play of the game. This includes coaching from the field. The coach must pitch off the 43-foot pitching rubber. If a batter is hit by a pitch thrown by the player-pitcher the batter will be awarded first base. If the coach-pitcher hits a batter, the pitch is counted as a ball and counts toward the three (3) pitches that they can throw.

When the pitcher pitches a ball that hits the ground before the 10-foot arc and hits the batter, it will be called a ball the batter **does not** take first base.

When the coach-pitcher is pitching, the player-pitcher must be located equal to or behind the pitching rubber and within six (6) feet of the pitching rubber to field their position. (The player-pitcher will not be positioned in any other infield position. i.e. You do not get an extra shortstop, second basemen, first baseman or third baseman.) However, once the ball is batted, this player is free to roam until the next batter.

The bases are sixty (60) feet in length.

The time limit is one hour thirty minutes (1:30) from the time the first pitch is thrown. No new inning will begin after the time limit.

There are no leadoffs prior to the pitch being released. Runners may steal a base or lead off after the ball has left the player-pitcher's hand. There will be no leading off or stealing when the coach pitcher enters the game. Players cannot steal home. When stealing there is no advancing on the overthrow (Ex 1. If a player steals 2nd base and the ball is overthrown at second, the play is frozen. Ex 2. Runners on 1st and 3rd, runner on 1st steals 2nd and ball is overthrown. The runner on 3rd cannot advance home, see the rule below.) Coaches are encouraged to have their catchers attempt to throw out a runner)

A runner who starts on third base may only advance home as a result of:

- a batted ball.
- runner being forced from third base by either a defender or another runner.
- an interference or obstruction call by the umpire.

There are no balks. Batter is out on a dropped third strike.

Runners may advance one base on the first overthrow. The ball will be considered dead after that. This advancement is done at their own risk. (Example: A runner is on first. The ball is batted, and the runner advances to second. The ball is overthrown at first. The player on first advances to second, and the player on second advances to third. The first baseman attempts to throw the runner out at second, and the ball is overthrown. Now the play is dead, and the runners cannot advance anymore.)

Pitchers are only allowed to pitch a maximum of three (3) innings per game. An inning is defined by when the pitcher takes the mound. It is not measured by outs. Failure to follow this rule will result in forfeiture of the game.

Teams are permitted to have ten (10) players on the field.

There is an infield fly rule in this league.

INTERMEDIATE GIRLS

The manager of a team is responsible for the proper conduct of his players and fans of his team. All players should be in the dugout when not playing. All games of the Little League are to be governed by the National Federation of High School Association Fast Pitch Softball.

This league is to include players who have attained the age of nine (9) years before September 1 and have not attained the age of eleven (11) before September 1 of the current year.

The home team is required to furnish all softballs for each game and **1 umpire behind the pitcher and 1 field umpire.**

The pitching distance is thirty-five (35) feet in length.

The player-pitchers will pitch to a single batter until the batter strikes out, hits the ball, or reaches a four (4) ball count. In the case where the batter reaches a four (4) ball count, a coach from the batter's team will throw a maximum of three (3) pitches. The strike count will carry over throughout the batter's time at the plate (Umpires will continue to call strikes when the coach is pitching. For example, if the coach enters with a 2-strike call, the first pitch is in the strike zone and the batter does not swing, the batter is out.) There will be no walks. Coaches will wait on the sideline in foul territory. Coaches are to move quickly on and off the field and work quickly when they get to the mound. (Coaches, do not use this to delay the game and use the time limit to your advantage. This will be considered unsportsmanlike conduct.) Coaches will not interfere with the regular play of the game. This includes coaching from the field. The coach must pitch off the 35-foot pitching rubber. If a batter is hit by a pitch thrown by the player-pitcher, the batter will be awarded first base. If the coach-pitcher hits a batter, the pitch is counted as a ball and counts toward the three (3) pitches that they can throw.

When the pitcher pitches a ball that hits the ground before the 10-foot arc and hits the batter, it will be called a ball the batter **does not** take first base.

When the coach-pitcher is pitching, the player-pitcher must be located equal to or behind the pitching rubber and within six (6) feet of the pitching rubber to field their position. (The player-pitcher will not be positioned in any other infield position. i.e., You do not get an extra shortstop, second basemen, first baseman or third baseman.) However, once the ball is batted, this player is free to roam until the next batter.

The bases are sixty (60) feet in length.

The time limit is one hour and thirty minutes (1:30) from the time the first pitch is thrown. No new inning will begin after the time limit.

There are no leadoffs prior to the pitch being released. Runners may steal a base or lead off after the ball has left the player-pitcher's hand. There will be no leading off or stealing when the coach pitcher enters the game. Players cannot steal home. When stealing there is no advancing on the overthrow (Ex 1. If a player steals 2nd base and the ball is overthrown at second, the play is frozen. Ex 2. Runners on 1st and 3rd, runner on 1st steals 2nd and ball is overthrown. The runner on 3rd cannot advance home, see the rule below.) Coaches are encouraged to have their catchers attempt to throw out a runner)

A runner who starts on third base may only advance to home as a result of:

- a batted ball.
- a runner being forced from third base by either a defender or another runner.
- an interference or obstruction call by the umpire.

Teams will be permitted to have ten (10) players on the field.

There are no balks. Batter is out on a dropped third strike.

Runners may advance one base on the first overthrow. The ball will be considered dead after that. This advancement is done at their own risk. (Example: A runner is on first. The ball is batted, and the runner advances to second. The ball is overthrown at first. The player on first advances to second, and the player on second advances to third. The first baseman attempts to throw the runner out at second, and the ball is overthrown. Now the play is dead, and the runners cannot advance anymore.)

There is an infield fly rule in this league.

This league uses an eleven (11) inch softball.

MINOR BOYS

The manager of a team is responsible for the proper conduct of his players and fans of his team. All players should be in the dugout area when not playing.

All games of the Little League are governed by the National Federation of State High School Association rules.

This league is to include players who have attained the age of eleven (11) years before September 1 and have not attained the age of thirteen (13) before September 1 of the current year.

The home team is required to furnish all baseballs for each game and **two umpires**.

The pitching distance is fifty (50) feet in length.

The bases are seventy (70) feet.

The time limit is one hour and forty-five minutes (1:45) from the time the first pitch is thrown. No new inning will begin after the time limit.

There is stealing and leading off.

Pitchers are only allowed to pitch a maximum of four (4) innings per game. An inning is defined when the pitcher takes the mound. It is not measured by outs. Failure to follow this rule will result in forfeiture of this game.

Teams are permitted to have nine (9) players on the field.

There is an infield fly rule in this league.

Please see, Attachment 1 for bat rules.

SENIOR GIRLS

The manager of the team is responsible for the proper conduct of his players, coaches and fans of his team. All players should be in the dugout area when not playing.

All games of the Little League are governed by the National Federation of High School Fast Pitch Softball rules.

This league is to include players who have attained the age of eleven (11) years before September 1 and have not attained the age of thirteen (13) years before September 1 of the current year.

The home team is required to furnish all baseballs for each game and **two umpires**.

The pitching distance is forty (40) feet in length.

The bases are sixty (60) feet in length.

The time limit is one hour and forty-five minutes (1:45) from the time the first pitch is thrown. No new inning will begin after the time limit.

The pitcher must start her delivery of the ball with the pivot foot on the pitching rubber. Failure to do so will result in an illegal pitch and a ball will be awarded to the batter in the count.

There is stealing and leading off after the pitch is thrown.

Catchers do not have to catch the ball on a 3rd strike. The batter will be called out, but the ball is live, and the runners can advance.

A runner starting on third base may advance home on a passed ball or a wild pitch.

When the pitcher pitches a ball that hits the ground before the 10-foot arc and hits the batter, it will be called a ball the batter **does not** take first base.

Teams are permitted ten (10) players on the field.

There is an infield fly rule in this league.

A twelve (12) inch ball is used in this league.

All bats must bear either the ASA approved 2000 certification mark or the ASA 2004 certification mark as shown below and must not be listed on an ASA non approved list, and not be on the non-approved bat list with Certification Mark.

PONY BOYS

The manager of a team is responsible for the proper conduct of his players and fans of his team. All players should remain in the dugout area when not playing.

All games of the Little League are to be governed by the National Federation of State High School Association rules.

This league is to include players who have attained the age of thirteen (13) years before September 1 and have not attained the age of sixteen (16) years before September 1 of the current year.

The home team is required to furnish all baseballs for each game and **two umpires**.

The pitching distance is sixty feet, six inches (60'6") in length for pitchers who have attained the age of fifteen (15) before September 1st of the current year. The pitching distance is fifty-four (54) feet for all other pitchers.

Bases are eighty (80) feet in length.

The time limit is two hours (2:00) from the time the first pitch is thrown. No new inning will begin after the time limit.

There is stealing and leading off in this league.

Teams will change sides when the team at bat makes three (3) outs.

Teams are permitted to have nine (9) players on the field.

There is an infield fly rule in this league.

Please see, Attachment 1 for bat rules.

PONY GIRLS

The manager of a team is responsible for the proper conduct of his players and fans of his team. All players should be in the dugout area when not playing.

All games of the Little League are to be governed by the National Federation of High School Fast Pitch Softball rules.

This league is to include players who have attained the age of thirteen (13) years before September 1 and have not attained the age of sixteen (16) years before September 1 of the current year.

The home team is required to furnish all baseballs for each game and **two umpires**.

The pitching distance is forty (40) feet in length.

Bases are sixty (60) feet in length.

The time limit is two hours (2:00) from the time the first pitch is thrown. No new inning will begin after the time limit.

The pitcher must start her delivery of the ball with the pivot foot on the pitching rubber. Failure to do so will result in an illegal pitch and a ball will be awarded to the batter in the count.

There is stealing and leading off after the pitch is thrown.

A runner starting on third base may advance home on a passed ball or a wild pitch.

Teams will change sides when the team at bat makes three (3) outs.

Teams are permitted to have ten (10) players on the field.

There is an infield fly rule in this league.

A twelve (12) inch ball is used in this league.

All bats must bear either the ASA approved 2000 certification mark or the ASA 2004 certification mark as shown below and must not be listed on an ASA non approved list, and not be on the non-approved bat list with Certification Mark.

Attachment 1

Bat Rule for Kingsbury Park District Baseball League for 2025 (this is the current IESA bat rule and can be found on their website at <https://www.iesa.org/activities/bbb/bats.asp>)

The following bats are legal for use in IESA contests:

- Any non-wood bat containing a silkscreened or permanently marked BBCOR label as detailed in section 1-3-2 of the NFHS baseball rules book or;
- Any bat 30 inches and under that has a greater than minus three drop and a barrel diameter of 2 5/8 inches provided that bat contains the USA Baseball logo or;
- Any wood bat that meets the NFHS standards as detailed in section 1-3-2 and 1-3-3 of the NFHS baseball rules book.

NOTE 1: All bats 31 inches and over must meet the NFHS bat guidelines and contain the BBCOR label.

NOTE 2: All bats with a 2 1/4" barrel diameter are illegal

NOTE 3: Any bat with a USSSA logo is illegal

The following are examples of legal and illegal non-wood bats. This list is not intended to be all inclusive or all exclusive:

Examples of Legal and Illegal Bats That Do Not Contain a USA Baseball Logo			
Length	Weight	Barrel Diameter	Status
31	28	2-5/8"	Legal assuming BBCOR labeled
30	22	2-3/4"	Illegal—Maximum barrel diameter is 2-5/8". Additionally this bat will not contain the BBCOR label
30	20	2-1/4"	Illegal—No bat with a 2-1/4" barrel diameter is legal
29	18	2-1/4"	Illegal—No bat with a 2-1/4" barrel diameter is legal
31	20	2-1/4"	Illegal—No bat with a 2-1/4" barrel diameter is legal
28	19	2-1/4"	Illegal—No bat with a 2-1/4" barrel diameter is legal
31	28	2-3/4"	Illegal—Maximum barrel diameter is 2-5/8". Additionally this bat will not contain the BBCOR label.
29	26	2-5/8"	Legal assuming BBCOR labeled
30	27	2-5/8"	Legal assuming BBCOR labeled
32	22	2-1/4"	Illegal—No bat with a 2-1/4" barrel diameter is legal
31	25	2-1/4"	Illegal—No bat with a 2-1/4" barrel diameter is legal

30	27	2-1/2"	Legal assuming BBCOR labeled
30	18	2-1/4"	Illegal—No bat with a 2-1/4" barrel diameter is legal

Examples of Legal and Illegal Non-Wood Bats That Are Marked With a USA Baseball Logo

Length	Weight	Barrel Diameter	Status
30	20	2-5/8"	Legal assuming USA Baseball Logo is silk screened on bat
31	20	2-5/8"	Illegal—All bats 31" and over for use in IESA contests must meet NFHS guidelines including BBCOR label. It does not matter if this bat has a USA Baseball logo. A 31" bat has to be BBCOR labeled.
28	18	2-5/8"	Legal assuming USA Baseball Logo is silk screened on bat
29	18	2-1/4"	Illegal—No bat with a 2-1/4" barrel diameter is legal
31	21	2-5/8"	Illegal—All bats 31" and over for use in IESA contests must meet NFHS guidelines including BBCOR label. It does not matter if this bat has a USA Baseball logo. A 31" bat has to be BBCOR labeled.
27	15	2-5/8"	Legal assuming USA Baseball Logo is silk screened on bat
29	19	2-5/8"	Legal assuming USA Baseball Logo is silk screened on bat
30	18	2-5/8"	Legal assuming USA Baseball Logo is silk screened on bat
30	20	2-1/2"	Illegal—Any bat with a USA Baseball logo must have a 2-5/8" barrel diameter.
30	22	2-5/8"	Legal assuming USA Baseball Logo is silk screened on bat
30	25	2-5/8"	Legal assuming USA Baseball Logo is silk screened on bat